

“Jake vs Me-Mow”

1008-071

Network Pitch Board

Date 04/11/11

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 04/11/11
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by
Pendleton Ward

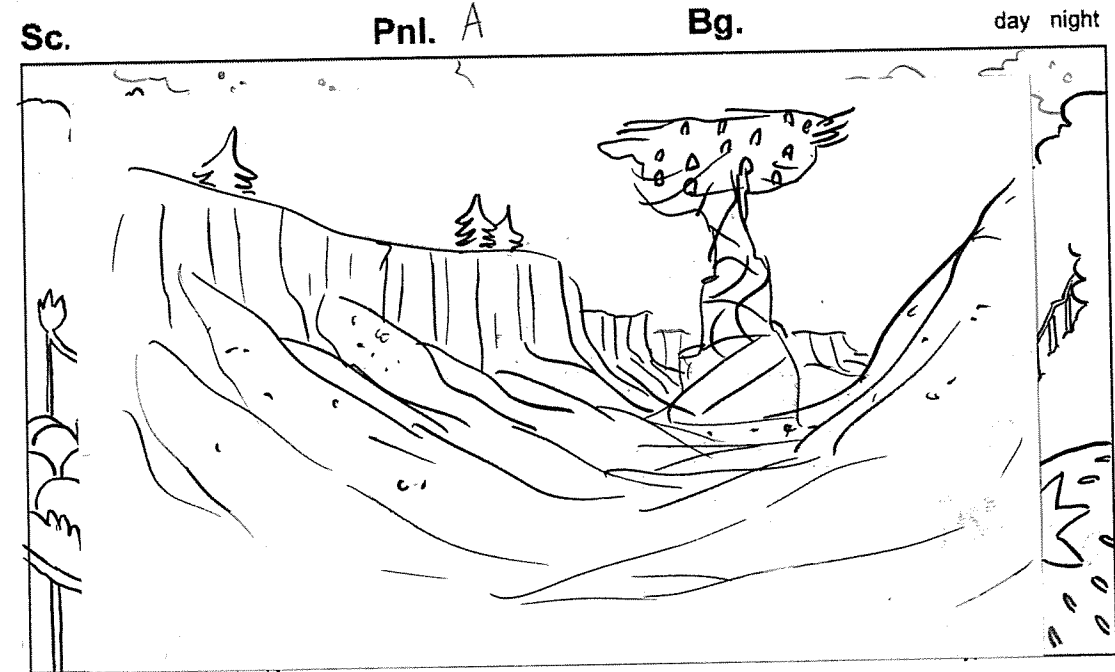
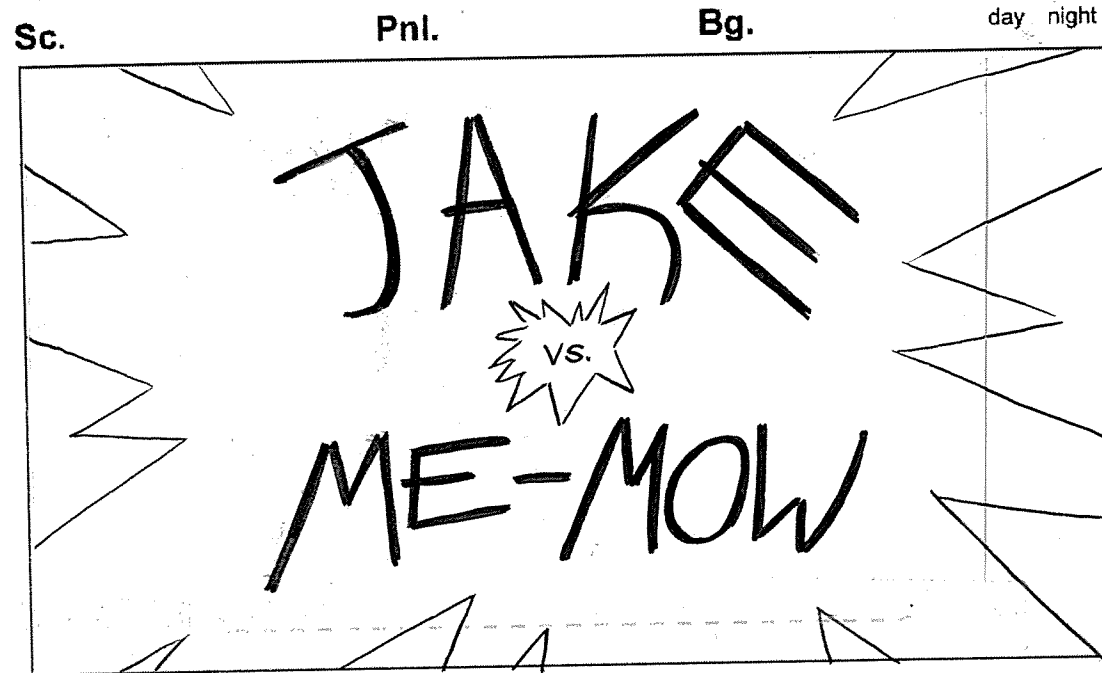
Creative Director
Cole Sanchez

Storyboard by
Adam Muto & Rebecca Sugar

ADVENTURE TIME



Page 01



Dialog:

• TRACK BACKPACK W/ SWORD

• TRACK VIAL

• TRACK SYRINGE

• TRACK PIE PLATES

• TRACK ILLNESS

• TRACK BACKPACK W/ TORN STRAP.

• TWO TOES

Action:

• BERRY KINGDOM (overgrown berry shrubs in cavern...)
light's in windows in castle

Timing:

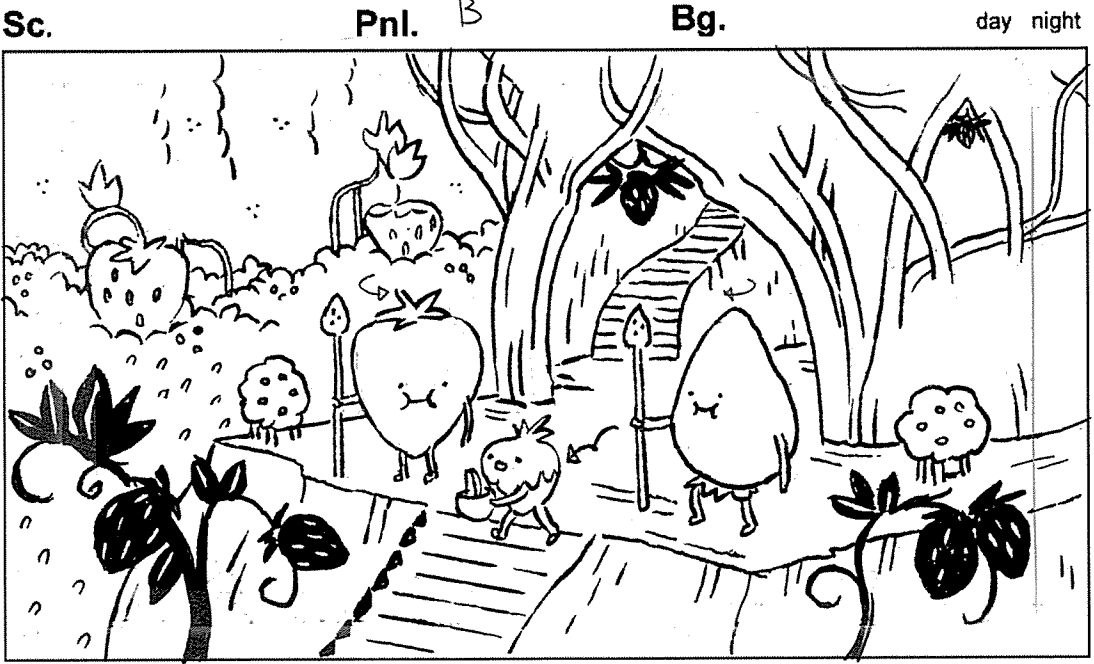
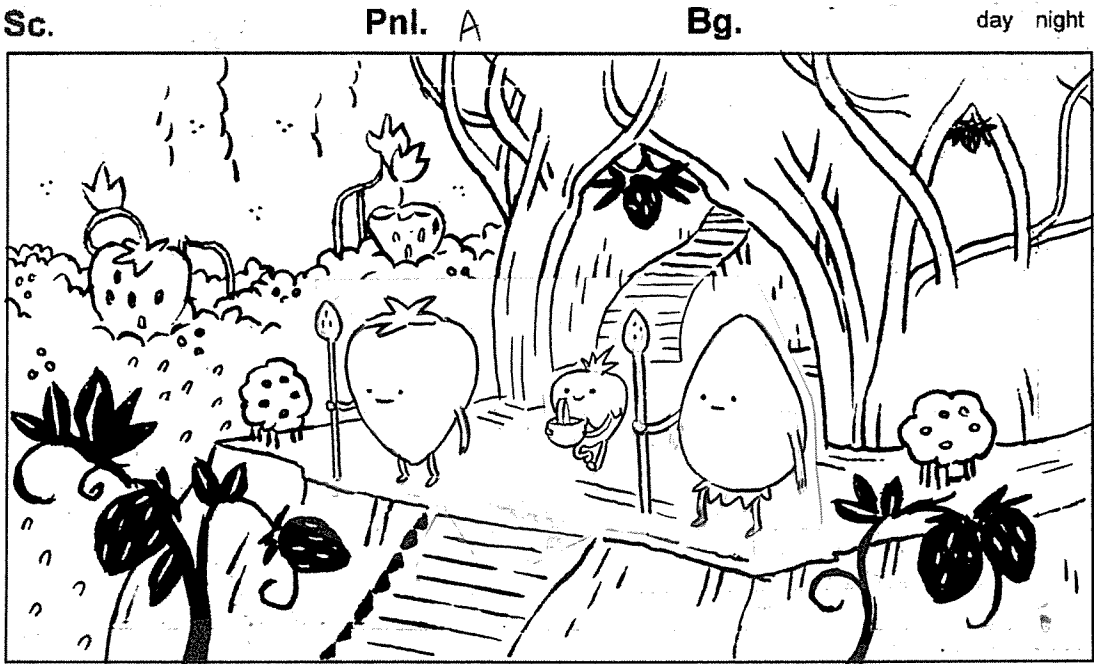
T 2800T

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

CHOCOBERRY :
BONJOUR, MON BAIES !

Action:

• CHOCOBERRY WALKS BETWEEN
• GUARDS TURN TOWARDS CHOCOBERRY.

Timing:

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ADVENTURE TIME



Sc. Pnl. C Bg.



STOP

PAN

CB OUT START

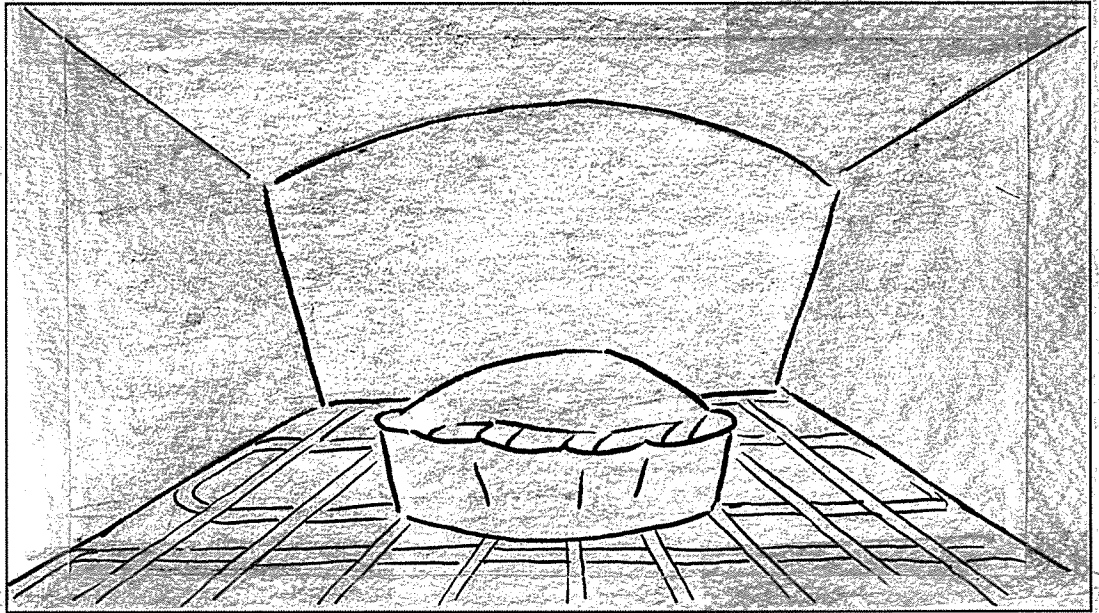
day night

Sc.

Pnl. A

Bg.

day night



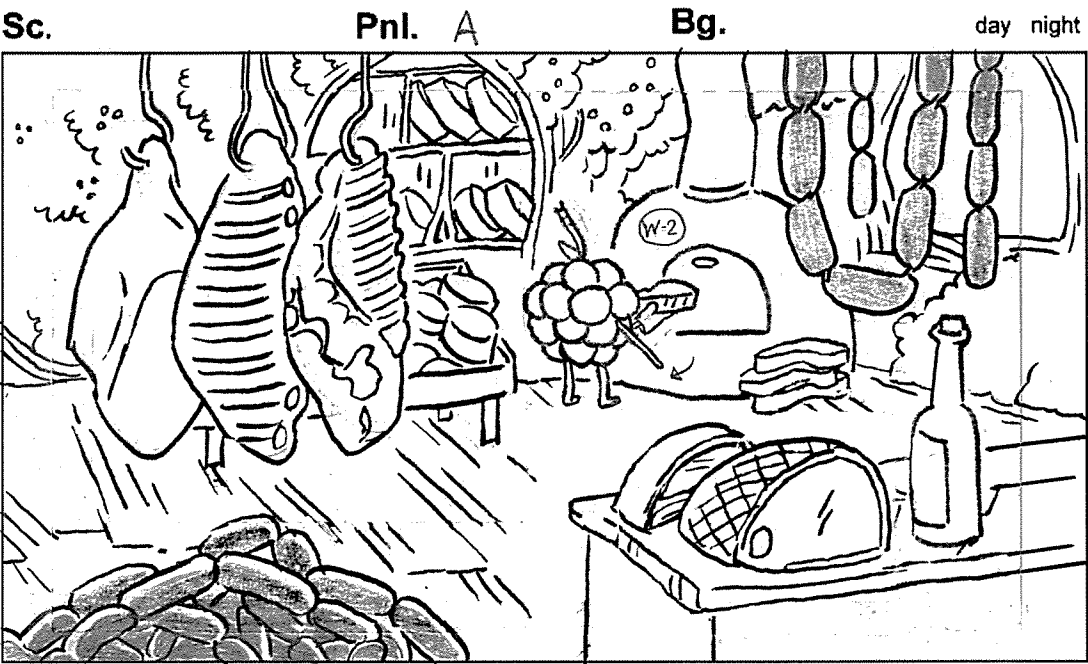
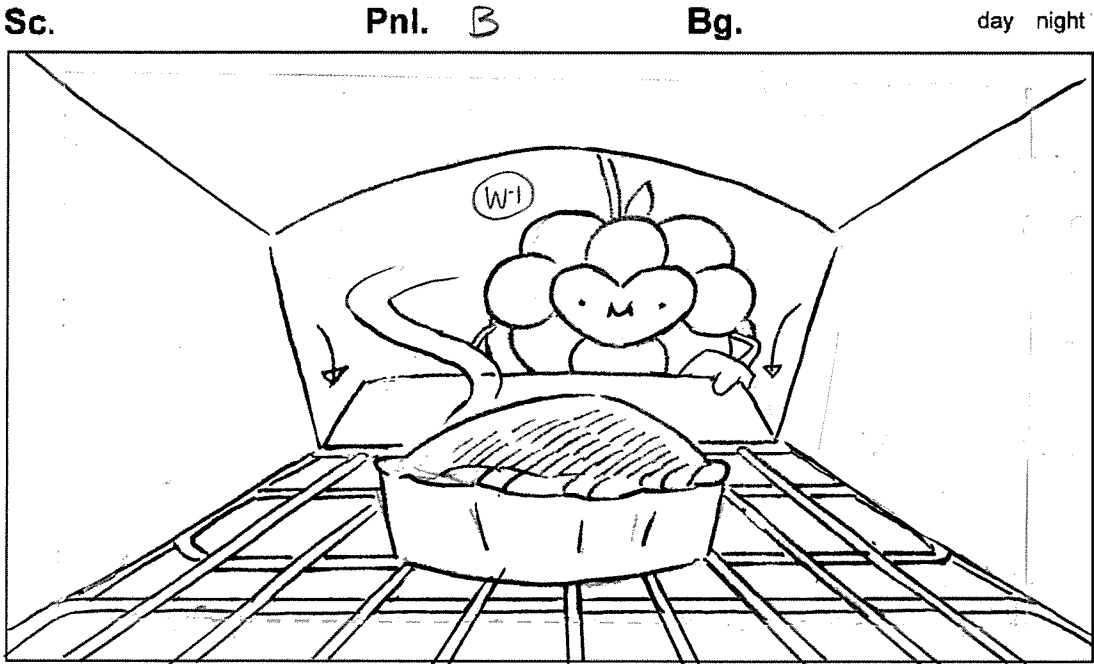
CHOCOBERRY WALKS
DOWN STAIRS OFF/S.
INT. OVEN
PAN UP TO TOP OF BUSH

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ADVENTURE TIME



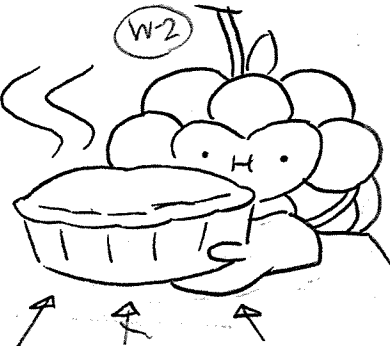
Dialog:

WILDBERRY PRINCESS : [HAPPY HUMMING] HM-HM-HMM

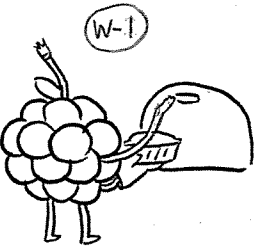
Action:

- WILDBERRY PRINCESS OPENS OVEN.
- HEAT RISES OFF OF PIE.
- WILD BERRY PICKS UP PIE!

Timing:



- WILDBERRY CLOSES THE OVEN.



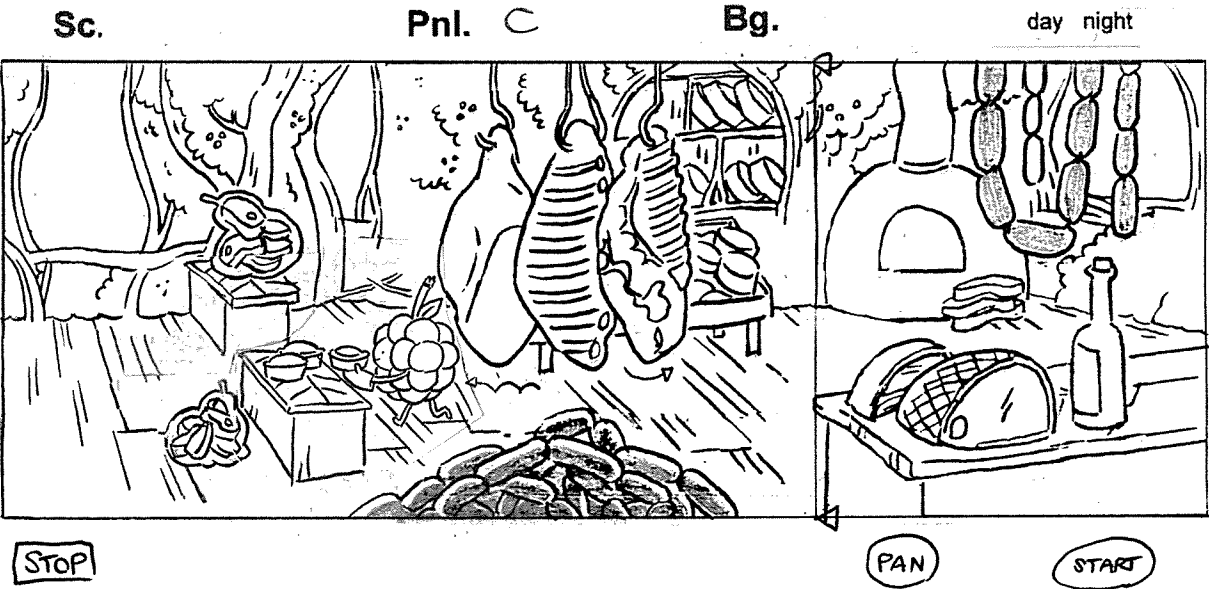
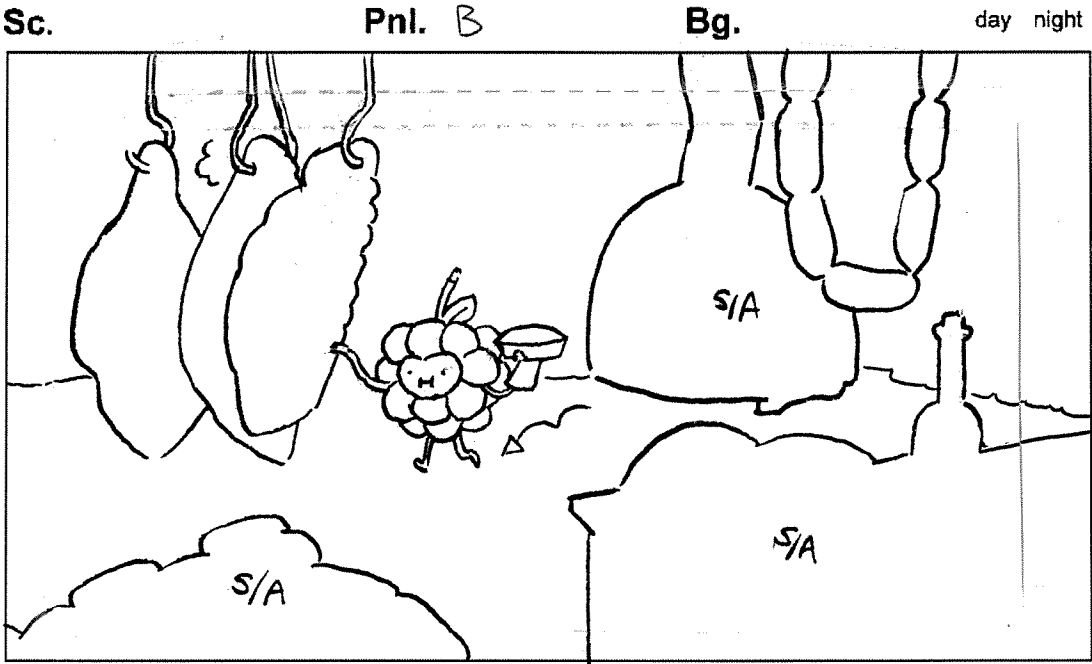
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ADVENTURE TIME



Dialog:

(W:) (cont. humming) →

SFX: * CREAK *

Action:

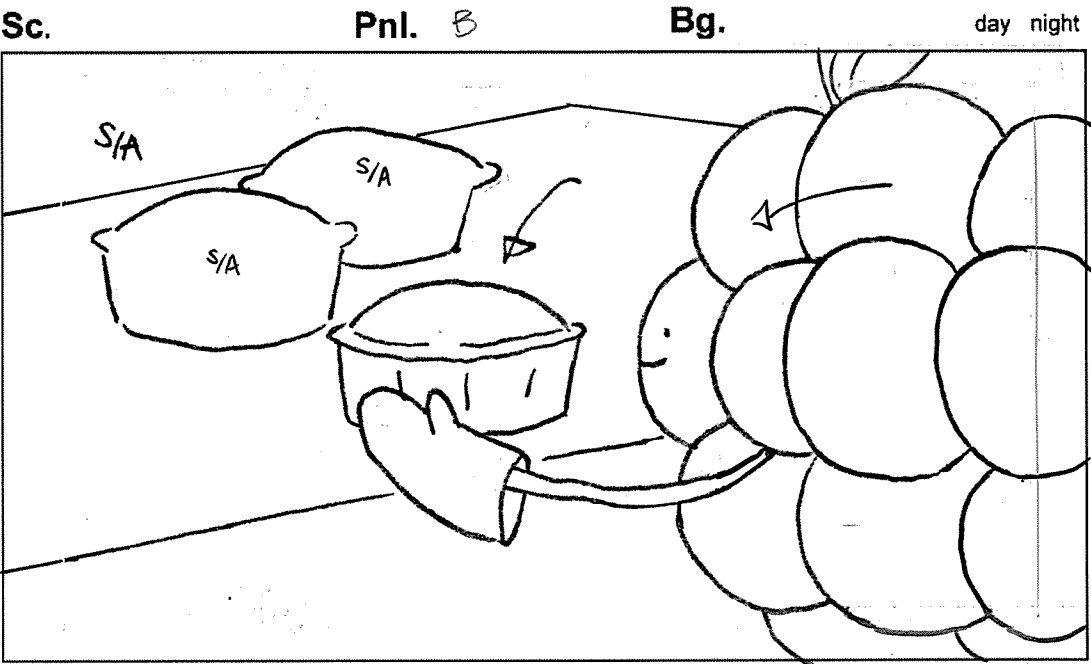
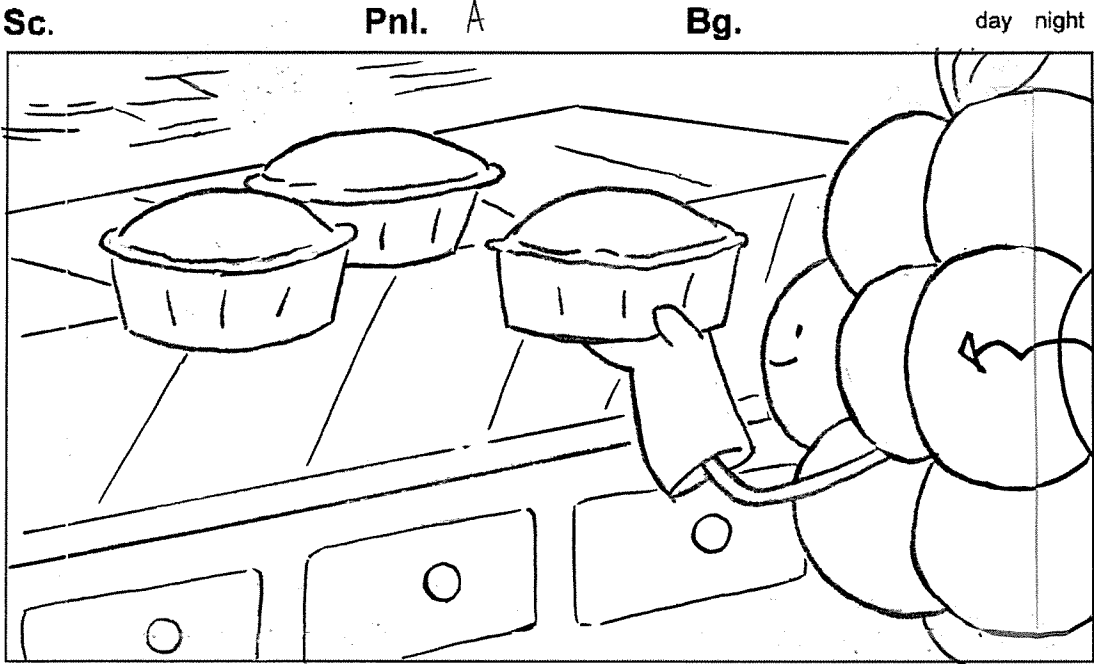
• WILDBERRY PUSHES MEAT OUT OF THE WAY. • WILDBERRY WALKS OVER TO COUNTER.
• PAN W/ WILDBERRY

Timing:

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ADVENTURE TIME



Dialog:

(W!) (cont. humming) —————→

Action:

• WILDBERRY SETS PIE DOWN ON COUNTER

• WILD BERRY SETS PIE DOWN ON COUNTER

Timing:

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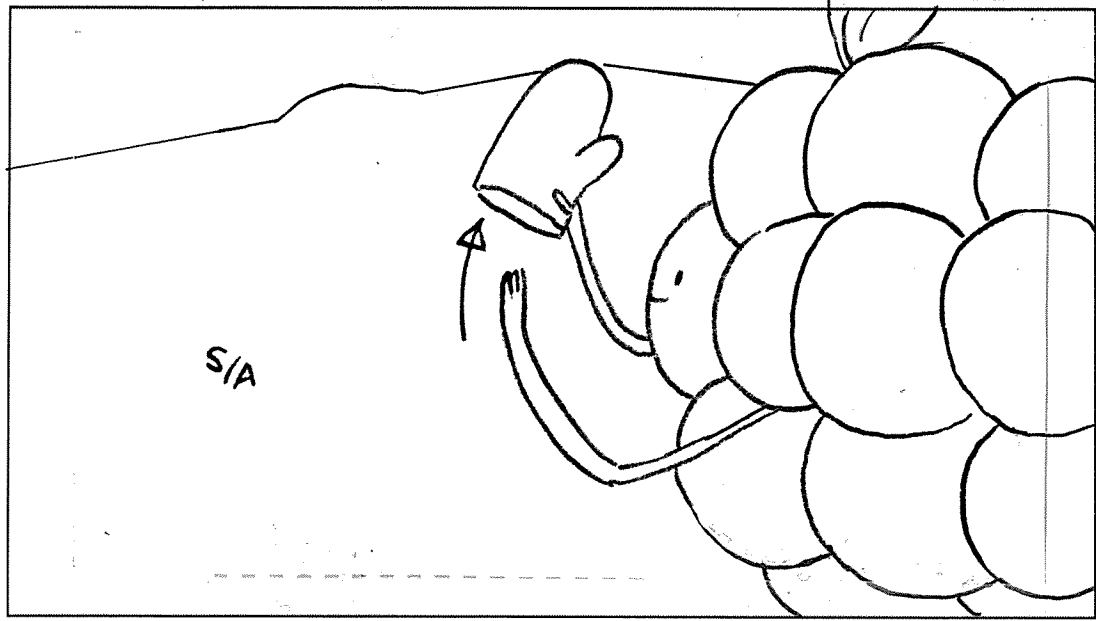
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ADVENTURE TIME



Sc. Pnl. C Bg. day night



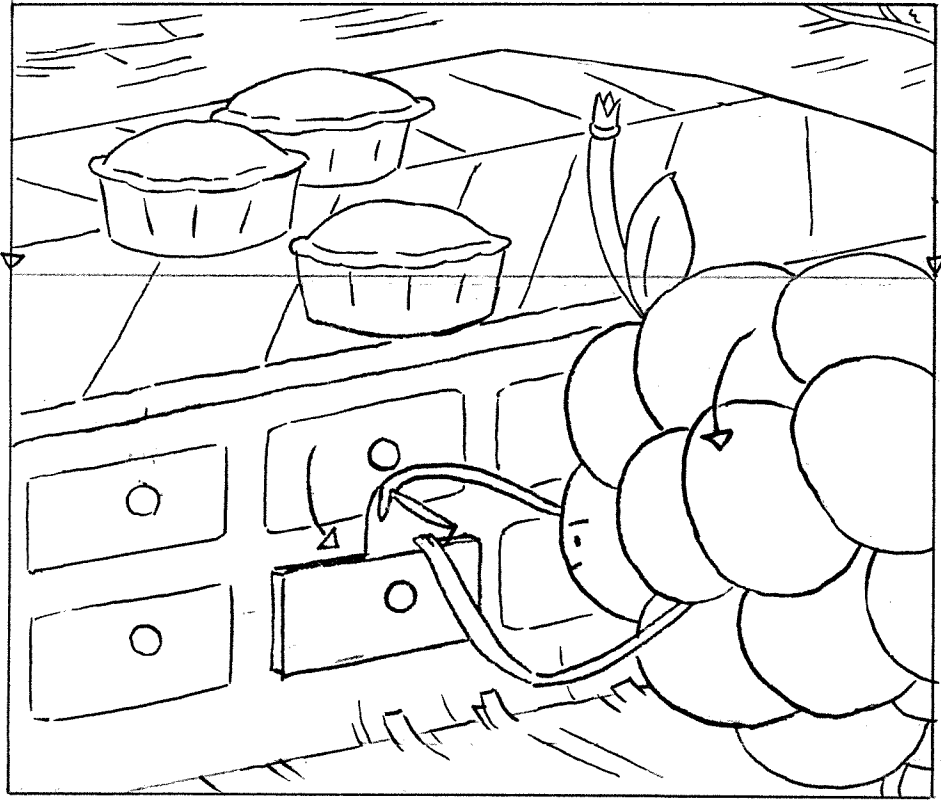
Dialog: (W:) (humming) →

SFX: * SHFF *

Action: WILDBERRY SLIPS OFF OVEN MITT

Timing:

Sc. Pnl. D Bg. day night



START

ADJ

STOP

SFX: (o/s) * SKITTER-SKITTER *

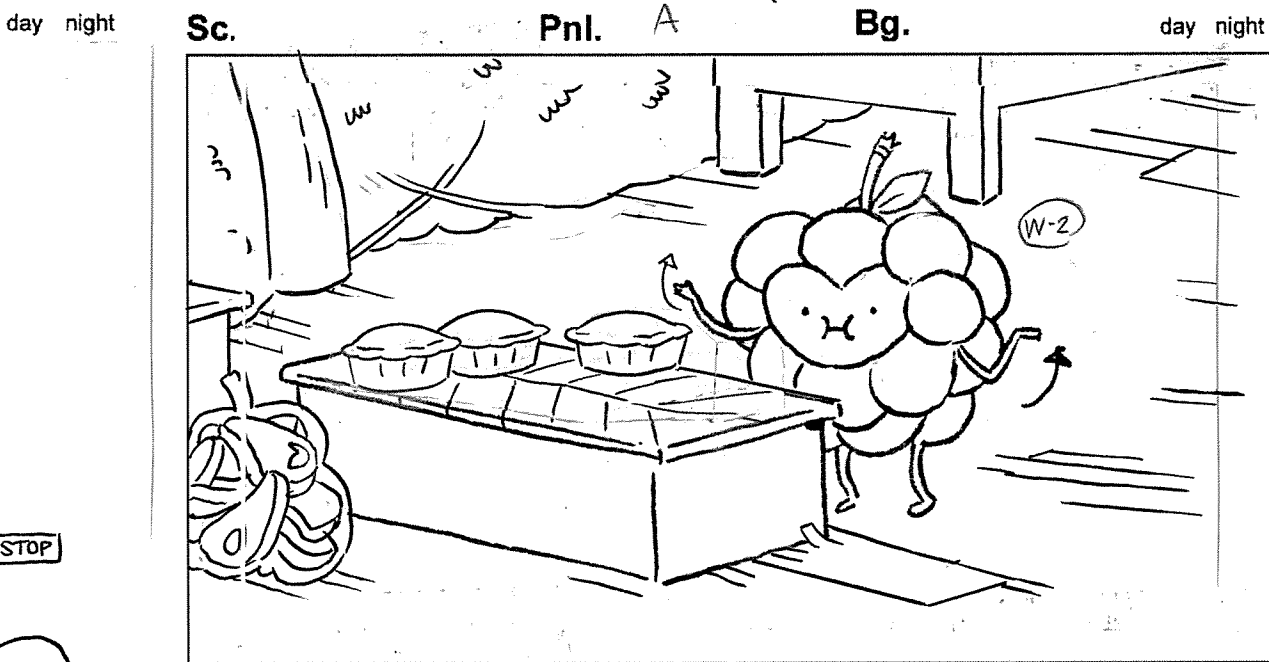
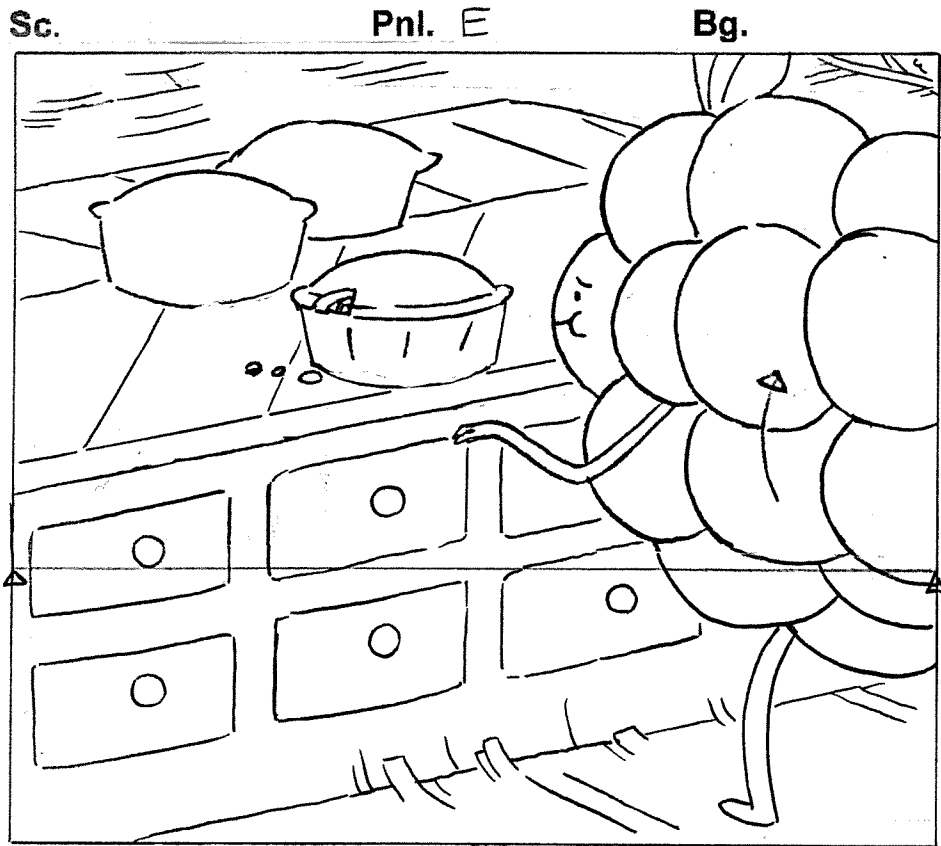
Action: WILDBERRY LEANS DOWN AND PUTS OVEN MITT IN DRAWER.

Action: ADJUST w/ ACTION

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ADVENTURE TIME



STOP

ADJ

START

WB: (SHRUGGING) EH!

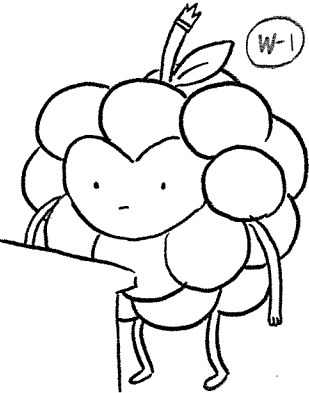
WB: Hmm?

Action:

- WILDBERRY LOOKS UP TO INVESTIGATE
- THERE'S A SMALL HOLE IN THE MEATPIE'S CRUST AND CRUMBS ON THE COUNTER.

• WILDBERRY SHRUGS.

Timing:



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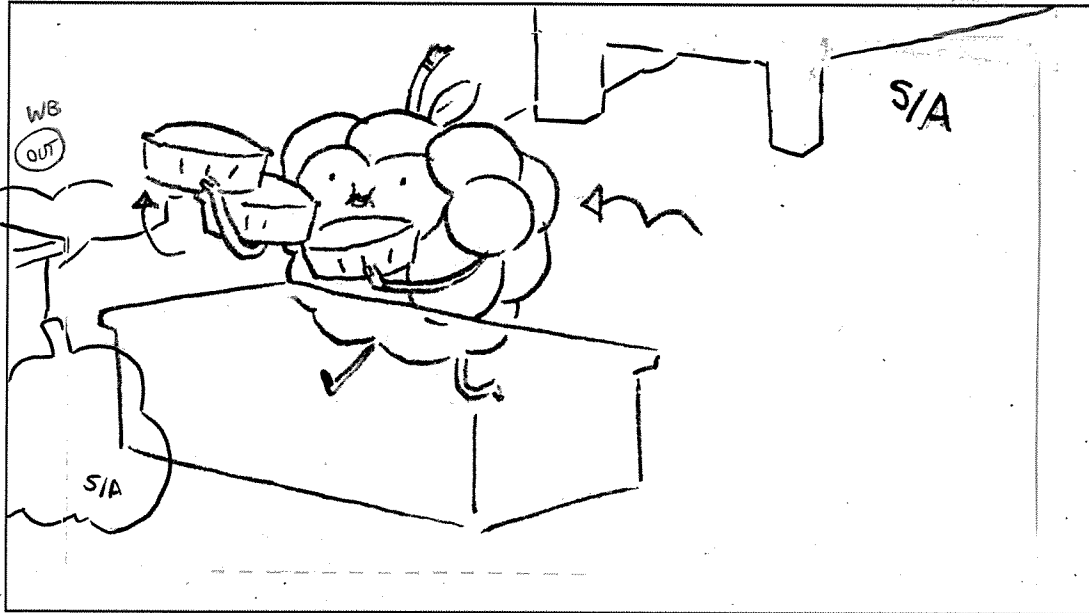
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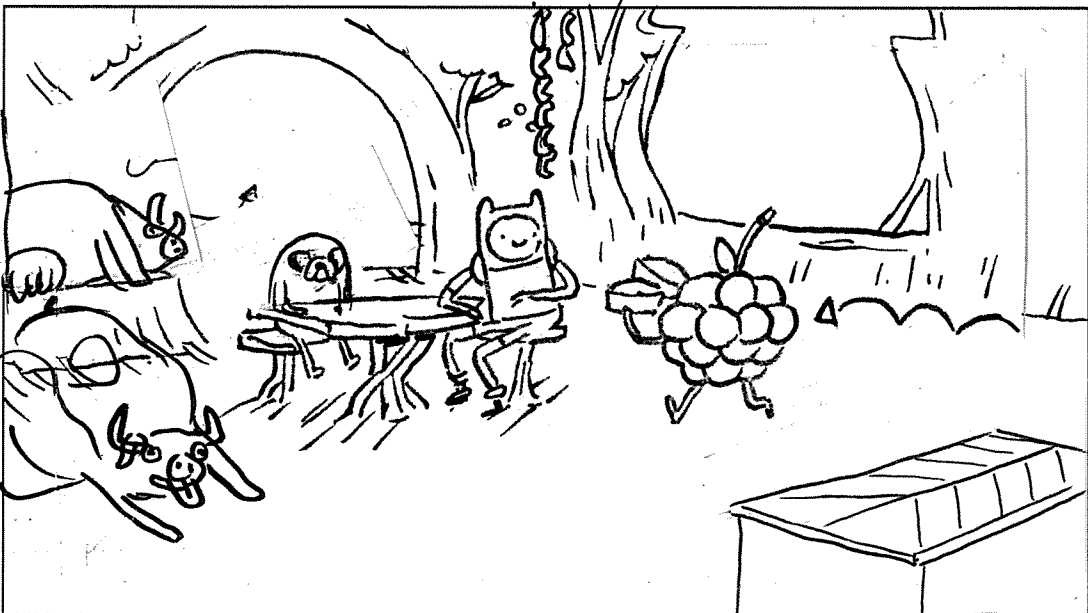
ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	WB: (cont. humming) →	
Action:	• WILDBERRY PICKS UP PIES AND WALKS OFF/S.	• WILDBERRY WALKS OVER TO THE TABLE. • JAKE THROWS HIS HANDS UP.
Timing:		

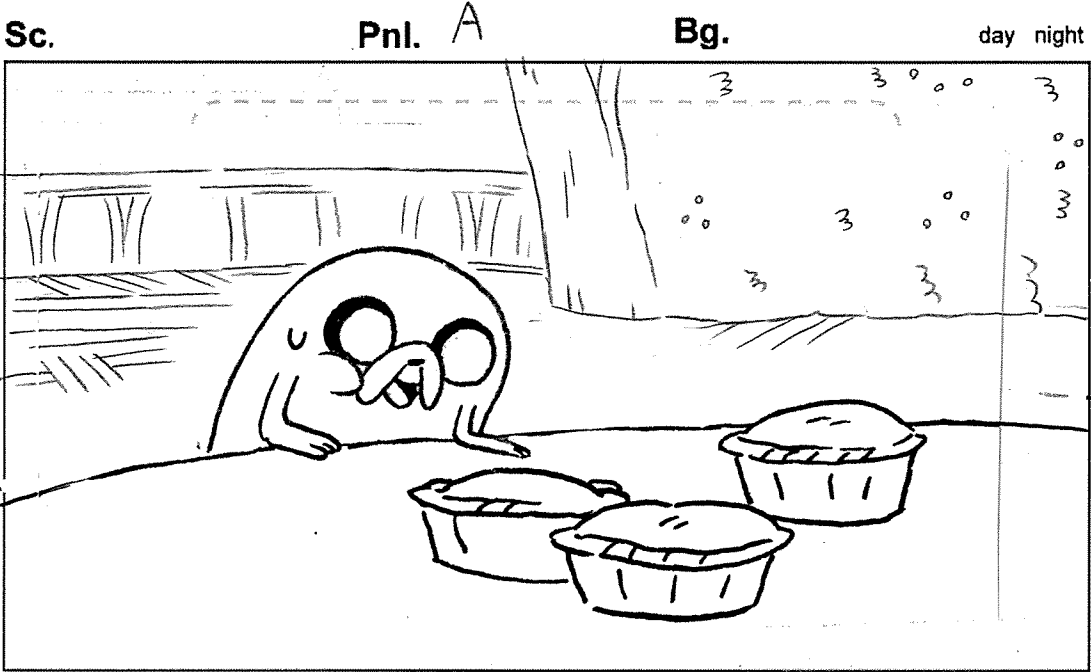
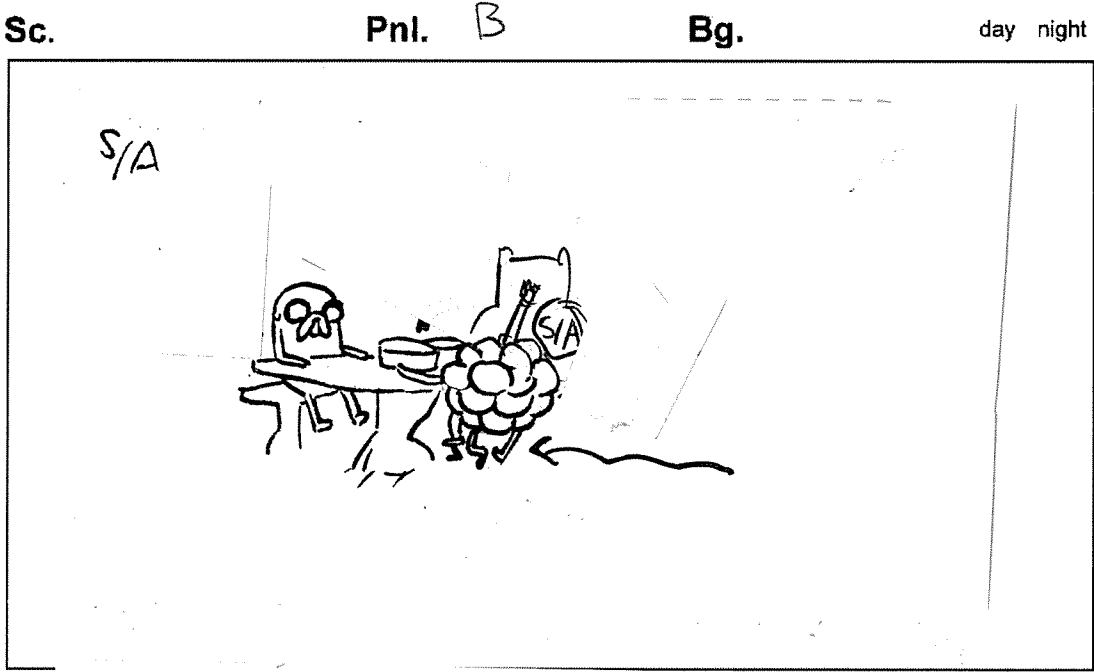
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ADVENTURE TIME



Dia: (W:) (Finishes up humming with a big humming finale)

J: YOU GOT A LOT OF MEAT, Wildberry Princess.

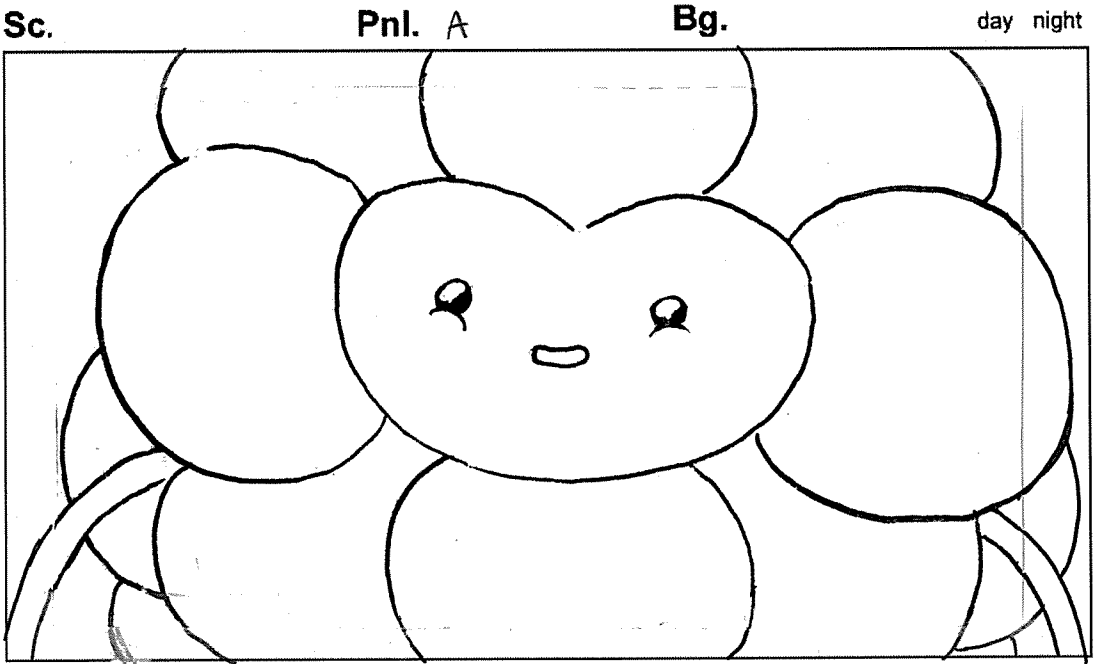
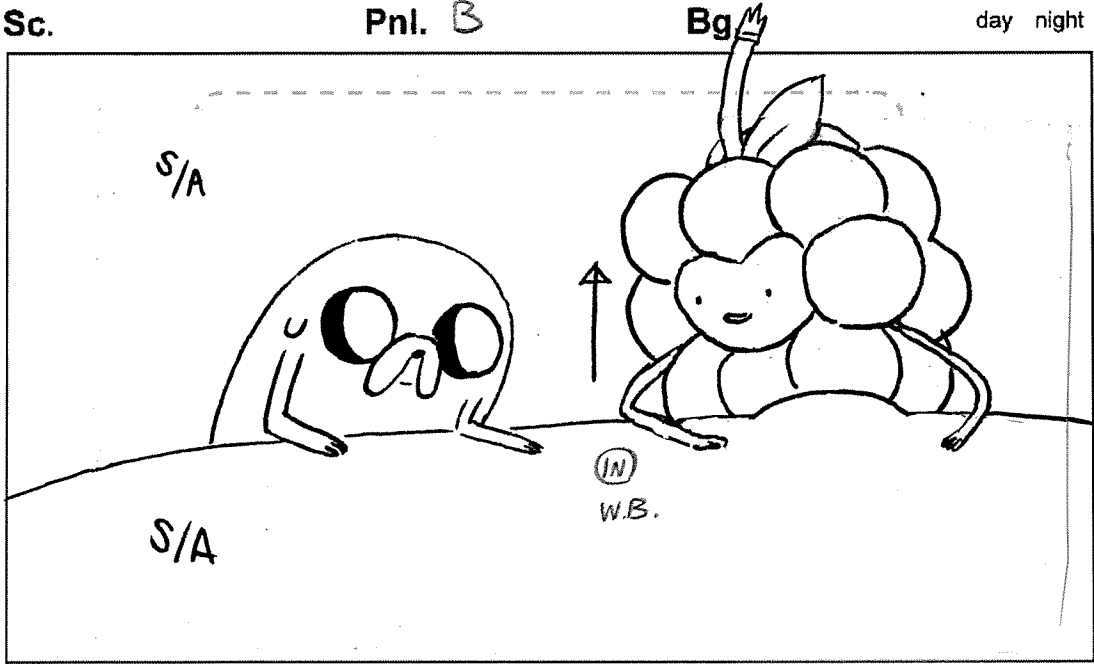
Action: WILDBERRY BRINGS PIES OVER TO TABLE.

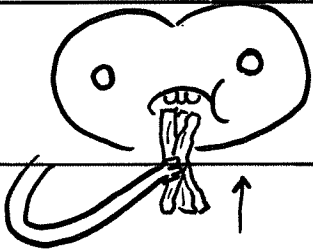
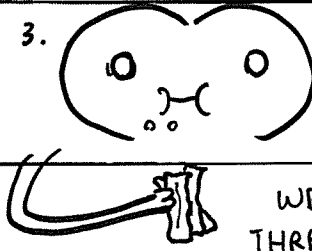
Timing:

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ADVENTURE TIME



Dialog:	WB: (MUMBLING) YEAH, Y'KNOW ...	1. WB: (MUMBLING) ... WE'RE BERRIES.
Action:	WILDBERRY POPS UP FROM BEHIND TABLE. ADJ. ...	2.  3. 
Timing:		WB EATS THREE PIECES OF BACON

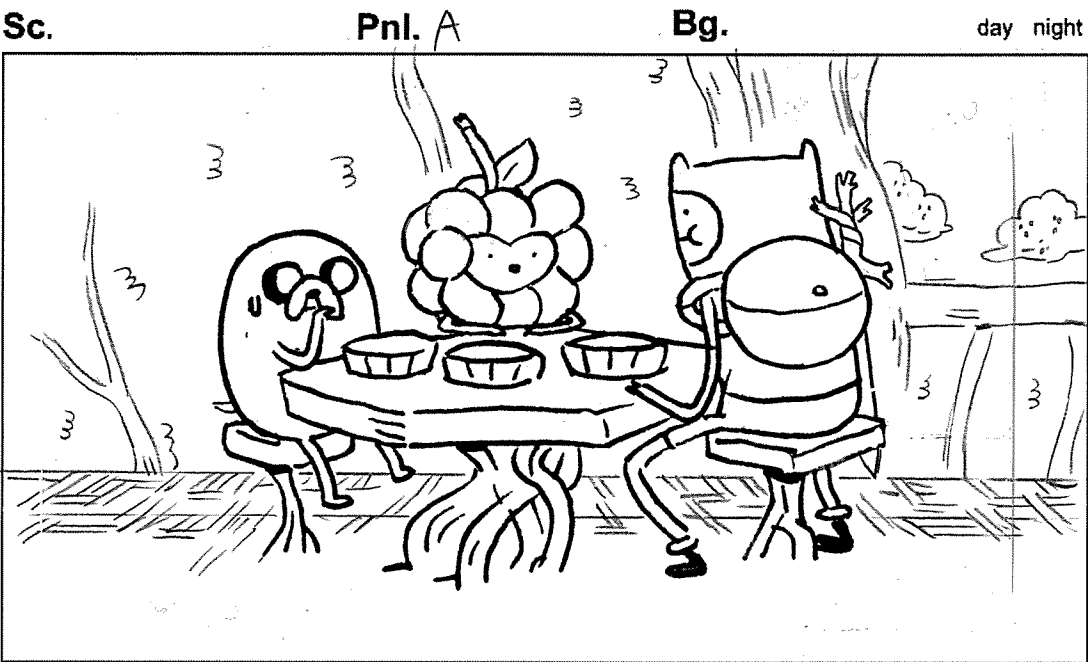
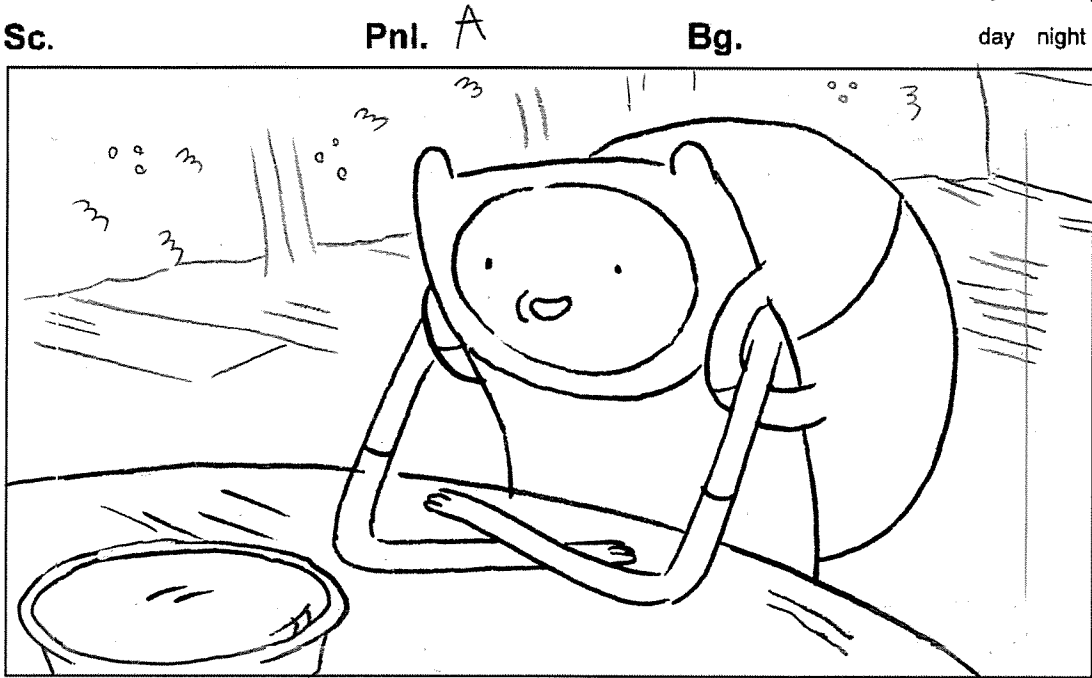
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ADVENTURE TIME



Dialog:

F: Thanks for cooka lookin^s
for us.

WB:

OH, YOU'RE WELCOME, FINN...

Action:

Timing:

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ADVENTURE TIME



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Sc.	Pnl. <u>B</u>	Bg.	day night	Sc.	Pnl. <u>A</u>	Bg.	day night	

Dialog: <u>WB:</u> AND THANK <u>YOU</u> FOR ANSWERING MY URGENT SUMMONS. <u>E:</u> HEY, YEAH ...
Action:
Timing:

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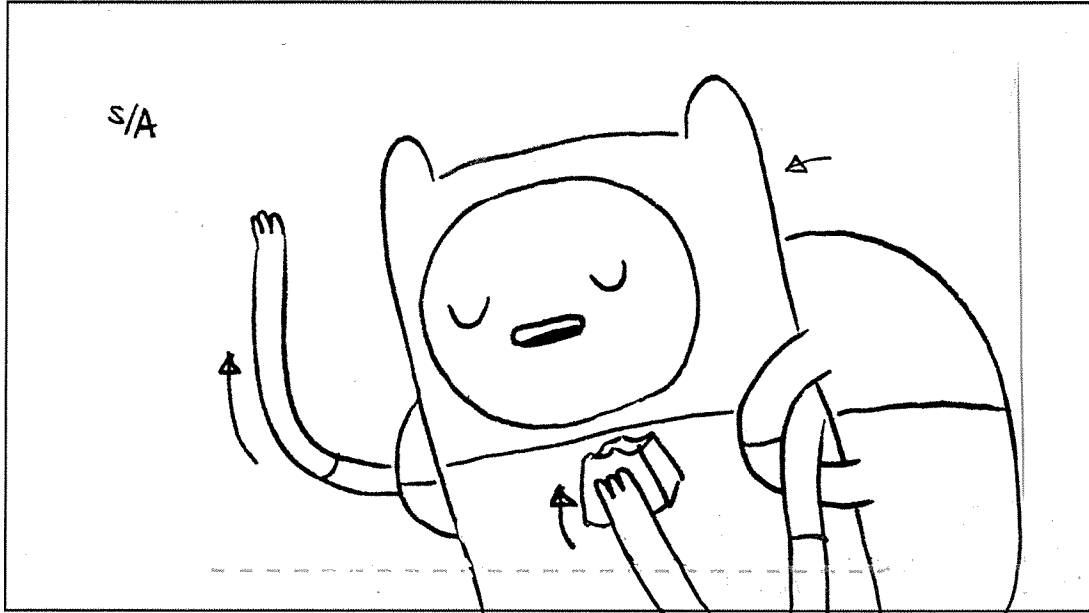
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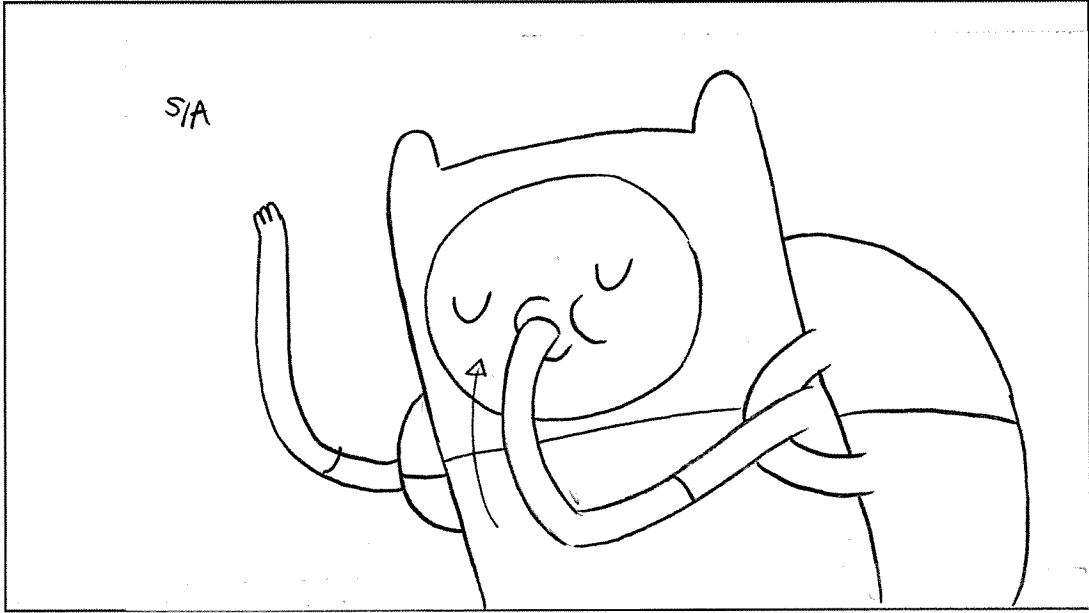
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night

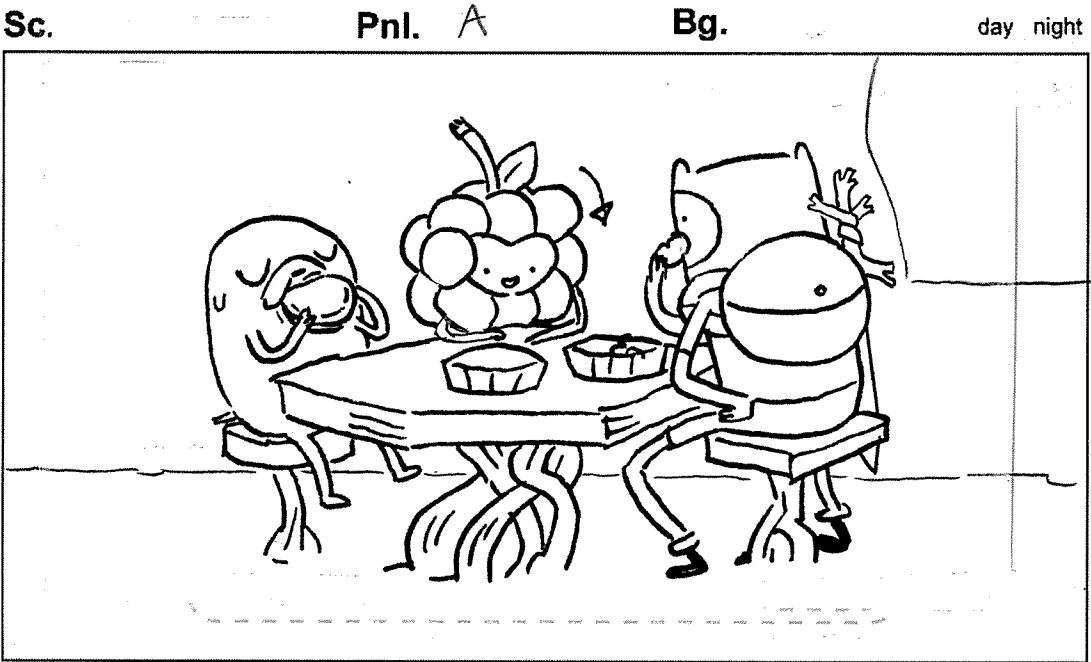
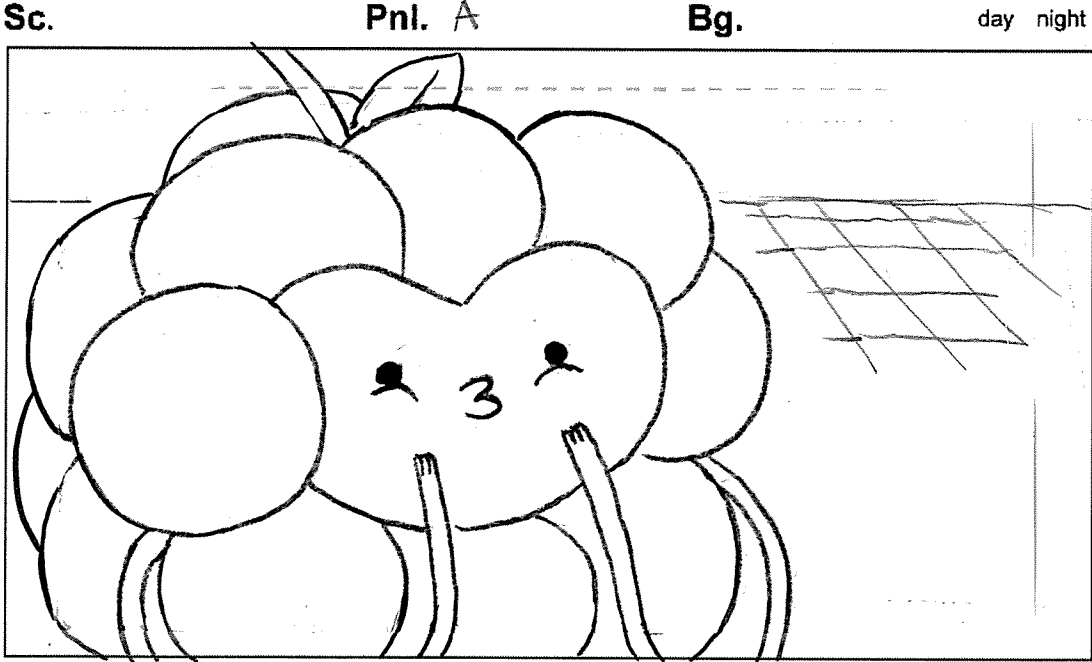


Dialog:	F: HOW CAN WE AID THEE . . .	F: (MOUTH FULL) PRINCESS ?
Action:	FINN SHOVES PIE INTO HIS MOUTH.	
Timing:		

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Dialog: WB: OH, IT'S NOTHING REALLY...

WB: SOMEONE'S TRYING TO KILL ME.

Action:

Timing:

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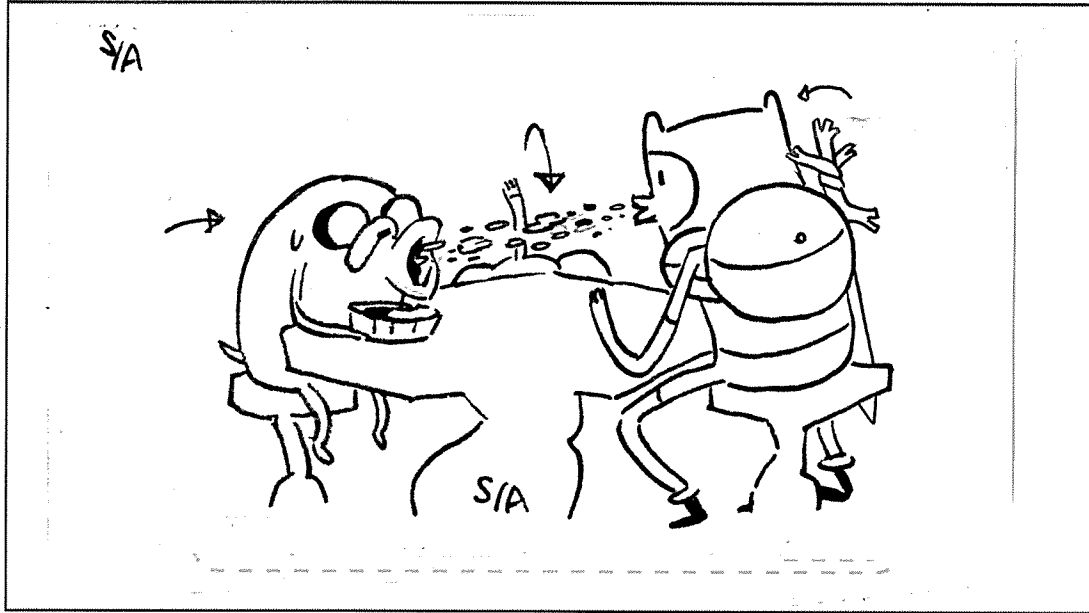
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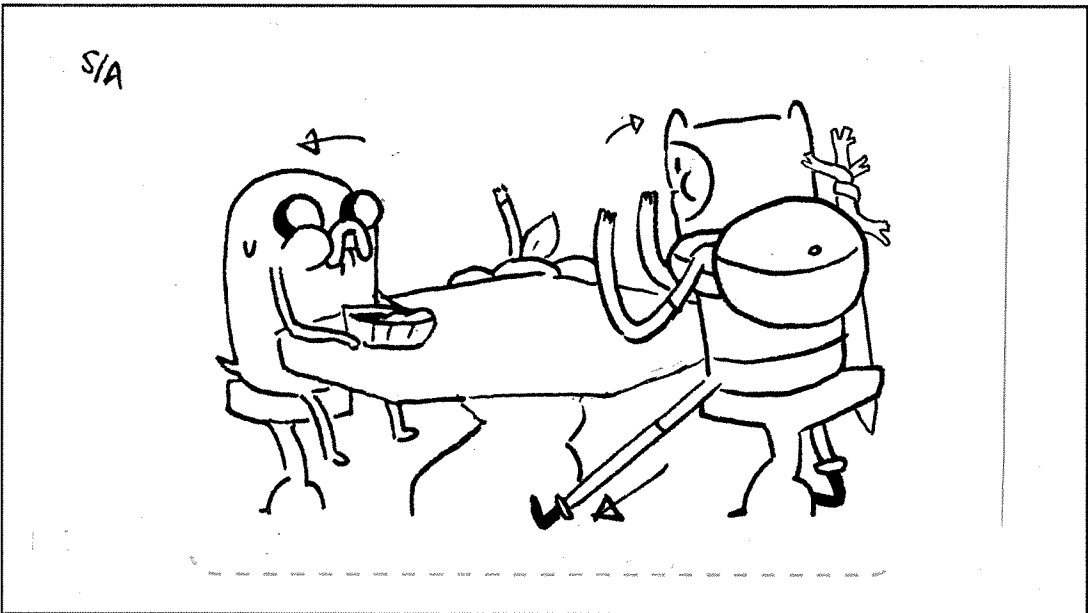
ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	
<u>F/J</u> : * P'TOOO!!*	<u>F/J</u> : * G'KKK!!*
Action:	
FINN & JAKE SPIT FOOD OUT SIMULTANEOUSLY.	'FINN & JAKE' CATCH EACH OTHER'S FOOD IN THEIR MOUTHS.
Timing:	

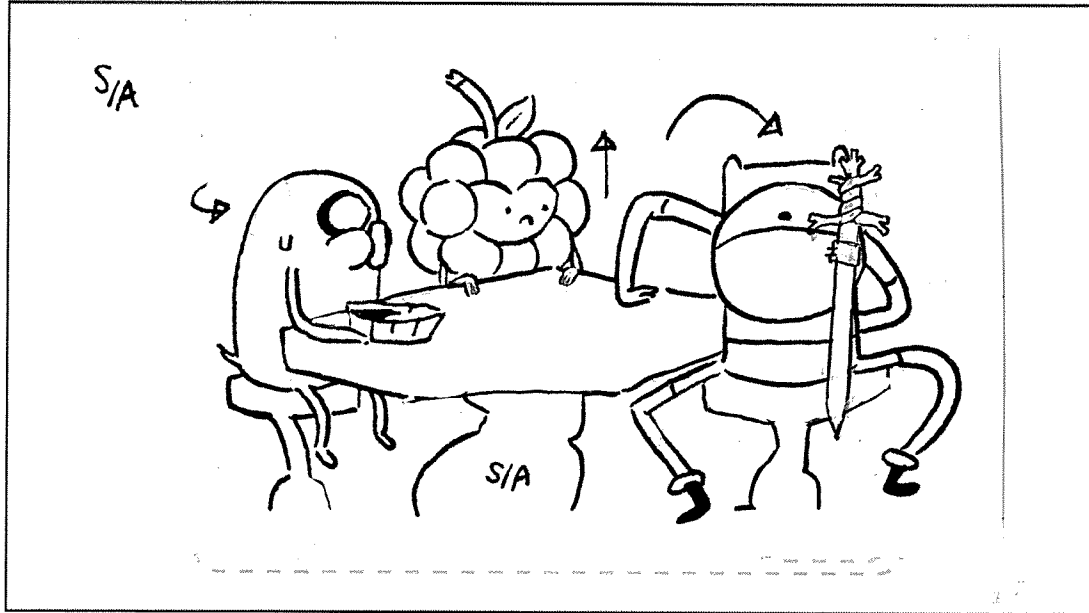
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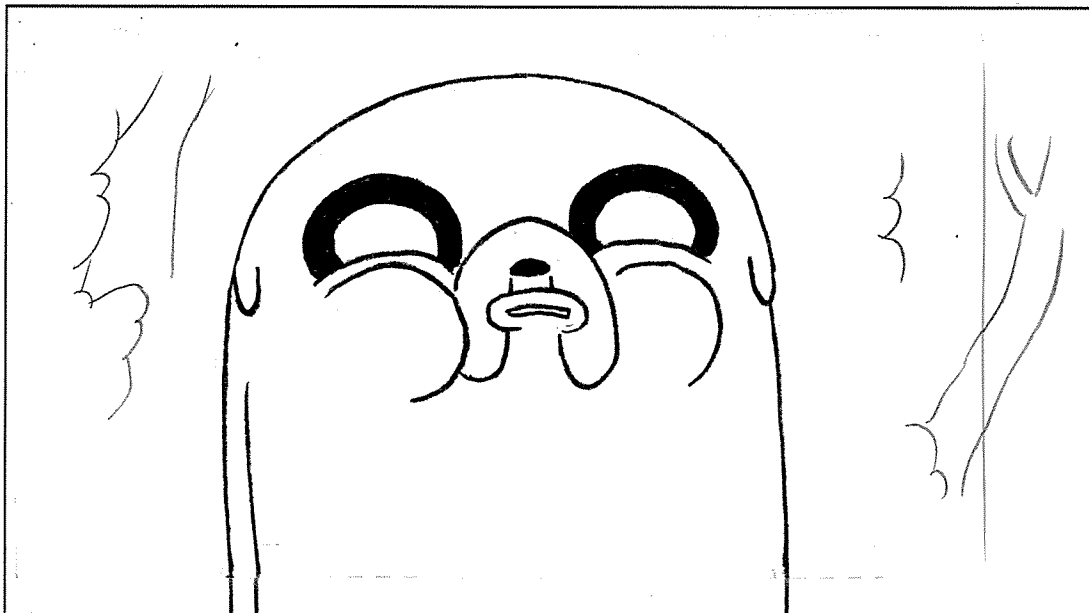
ADVENTURE TIME



Sc. Pnl. D Bg. day night



Sc. Pnl. A Bg. day night

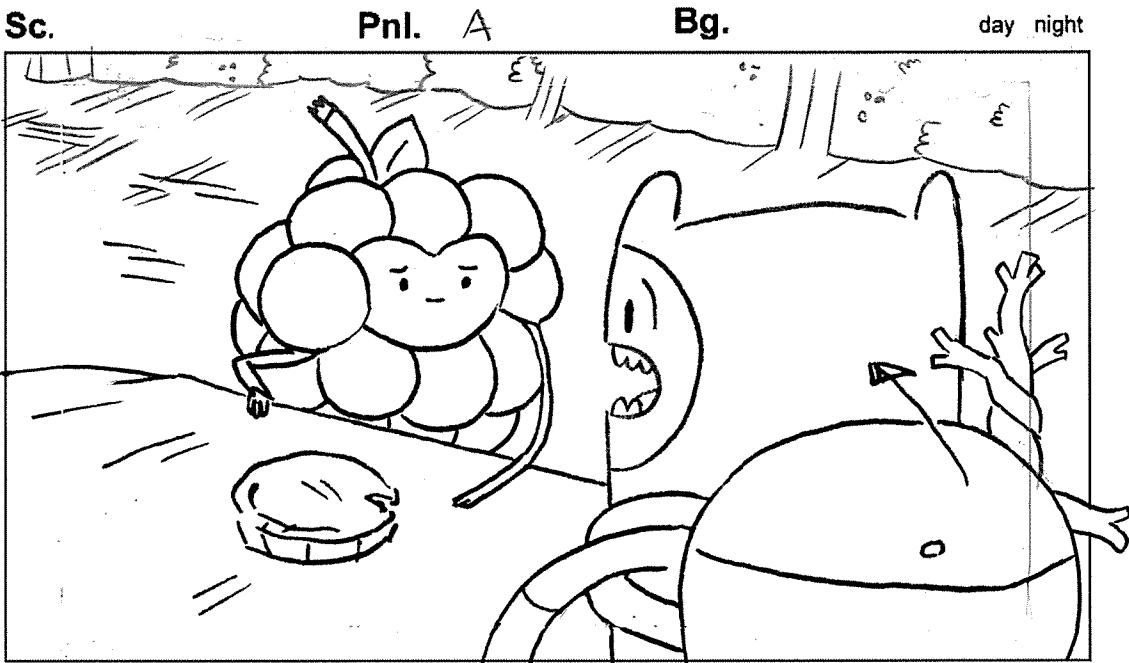
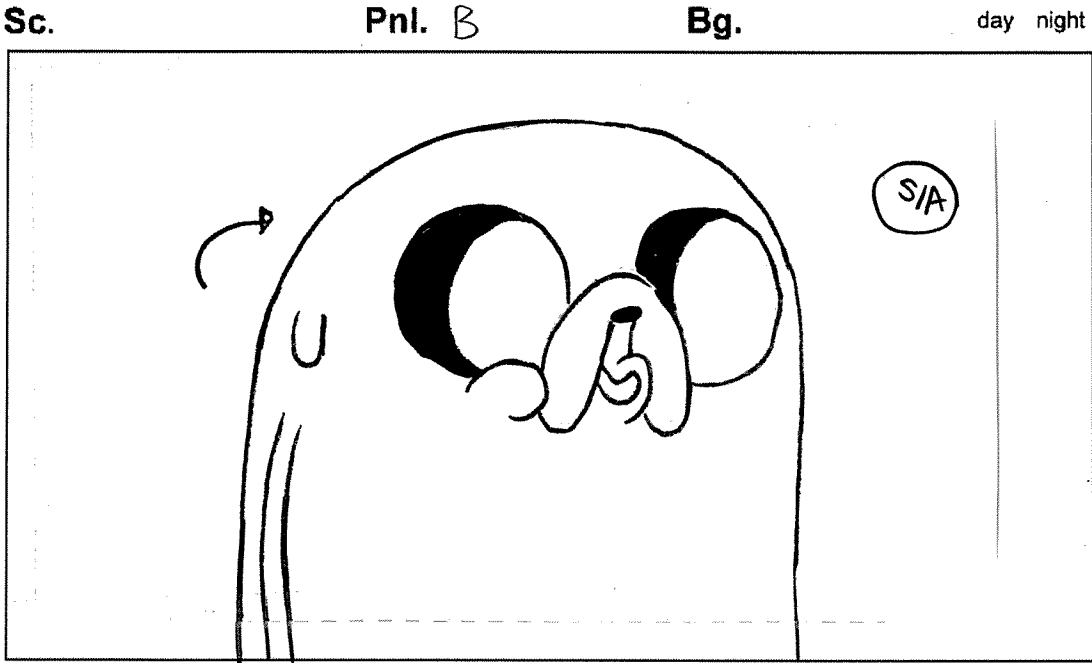


Dialog:	
E: [THROWING UP] HUACK!!	J: [CHEWING]
Action:	
• FINN TURNS TO THROW UP.	
Timing:	

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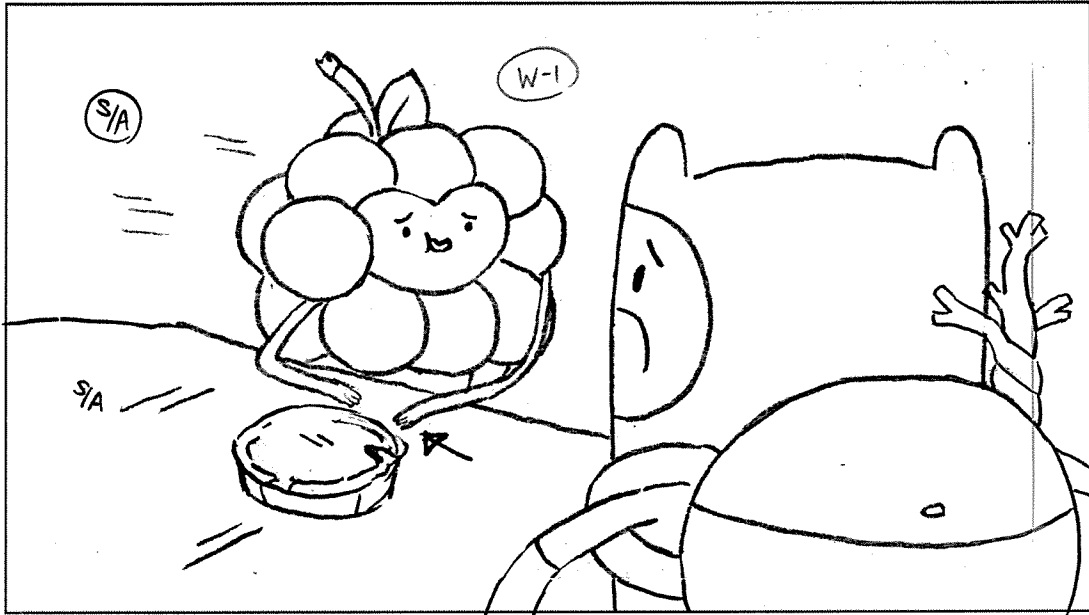
Dialog:	J: (MOUTH FULL) ... STILL TASTES GOOD	F: SOMEONE'S TRYING TO WHAT THE HWHAT?!
Action:		
Timing:		

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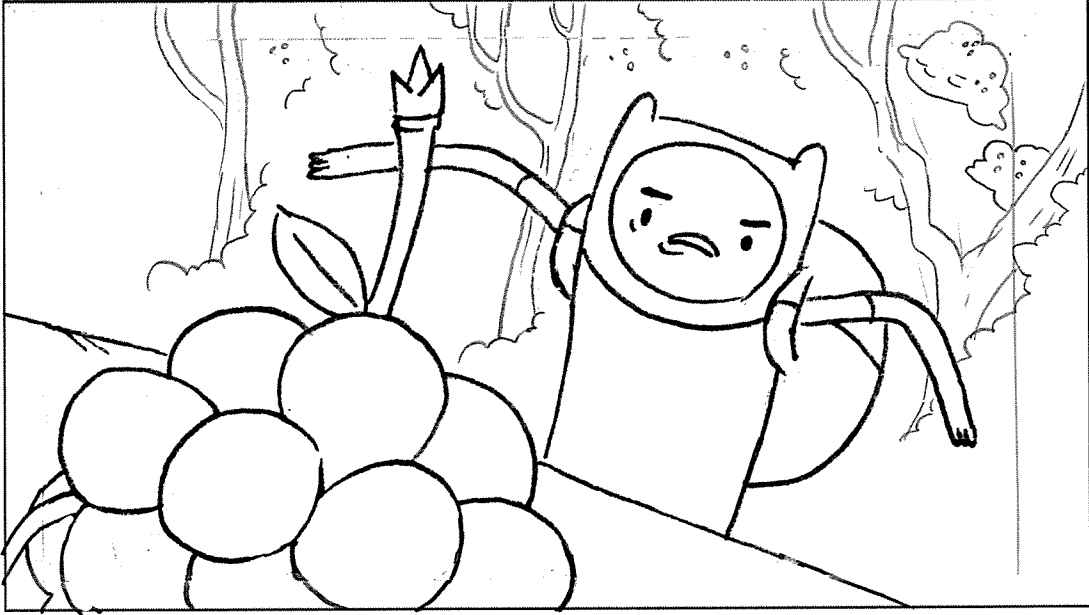
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. A Bg. day night



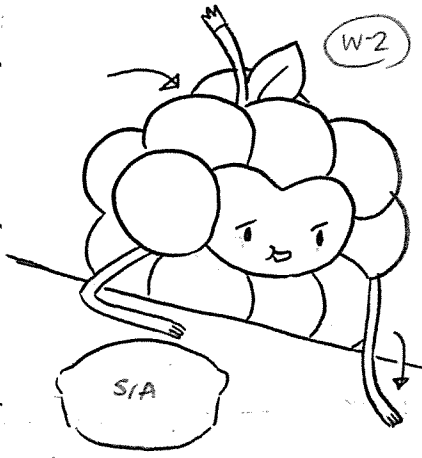
Dialog:

WB: (W-1)
IT'S NO BIG DEAL ...
(W-2)
FINISH YOUR PIE

Action:

WILDBERRY TAPS THE TABLE.

Timing:



F: IT IS A BIG DEAL.

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

Dialog:
F: AND I DEMAND <u>DEETS</u> .
WB: OKAY.
Action:
Timing:

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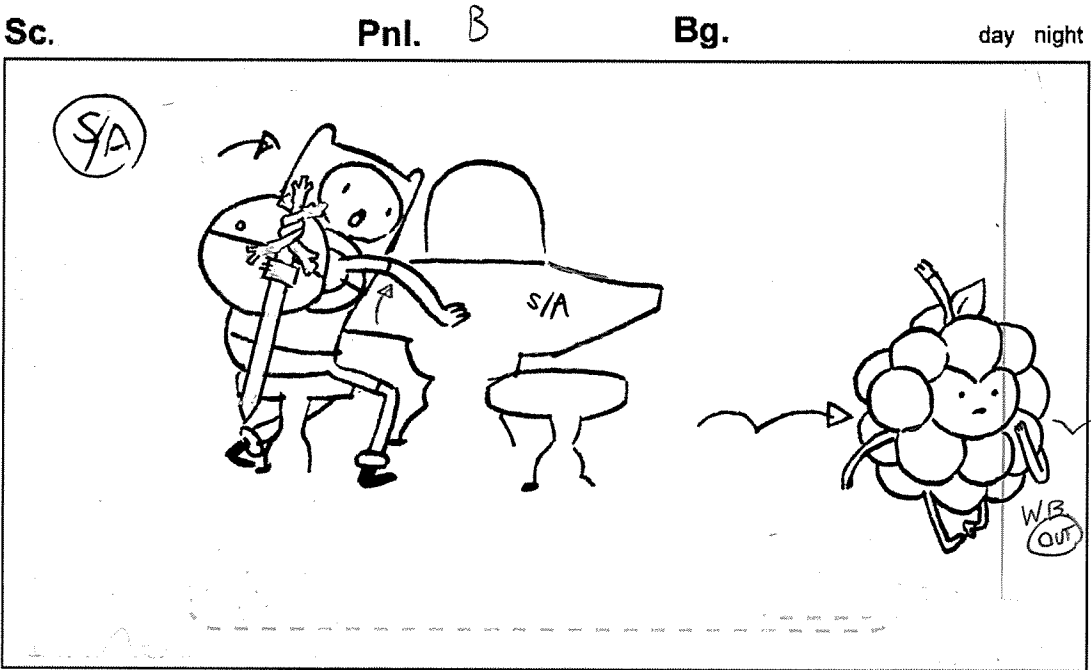
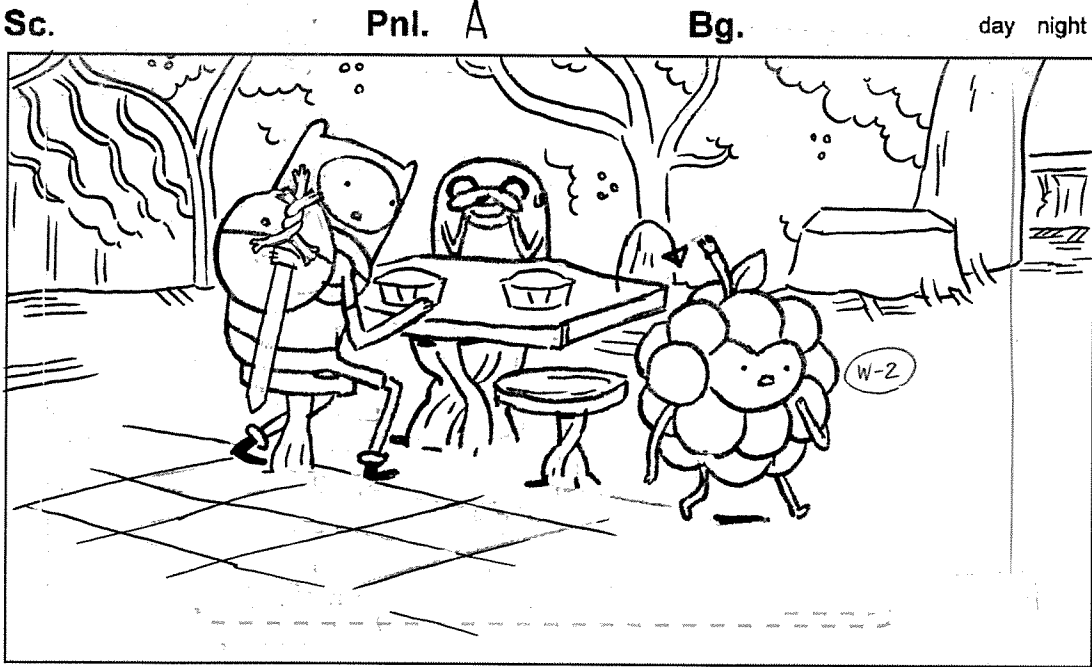
Sc. Pnl. B Bg. day night

Dialog:	<div>J: I'MA LISTENING BUT I'MA KEEP EATING</div> <div>J: * GRAM-GRAW-GNAW*</div>
Action:	JAKE STUFFS THE PIE PAN TN HIS MOUTH.
Timing:	

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ADVENTURE TIME



Dialog:

WB: (W-1) I SUSPECT THAT I'VE BEEN
(W-2) TARGETED BY THE GUILD OF ASSASSINS...

F: WHOA, HOW DO YOU KNOW?

Action:

WILDBERRY HOPS OFF OF CHAIR.

WILDBERRY WALKS OFF/S

Timing:

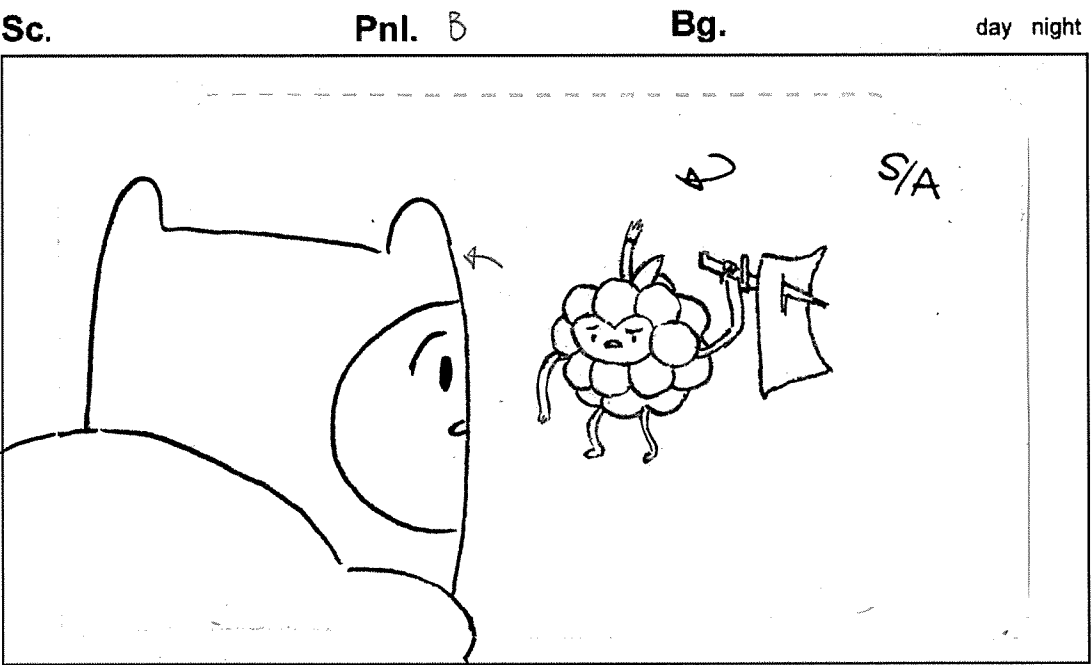
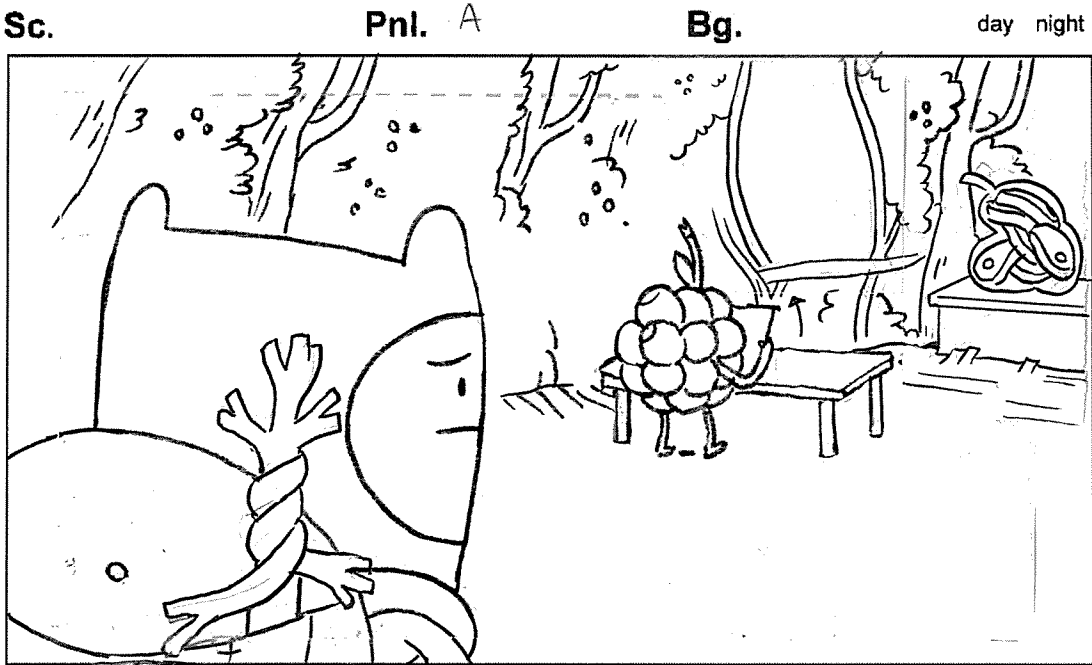
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ADVENTURE TIME



Dialog:

WP: I FOUND THIS NOTE
STABBED TO MY DOOR

WB: ... MAN.

Action:

WILDBERRY PICKS UP PAPER.

WILDBERRY TURNS AROUND AND HOLDS UP A KNIFE
STABBED THROUGH A SHEET OF PAPER.

Timing:

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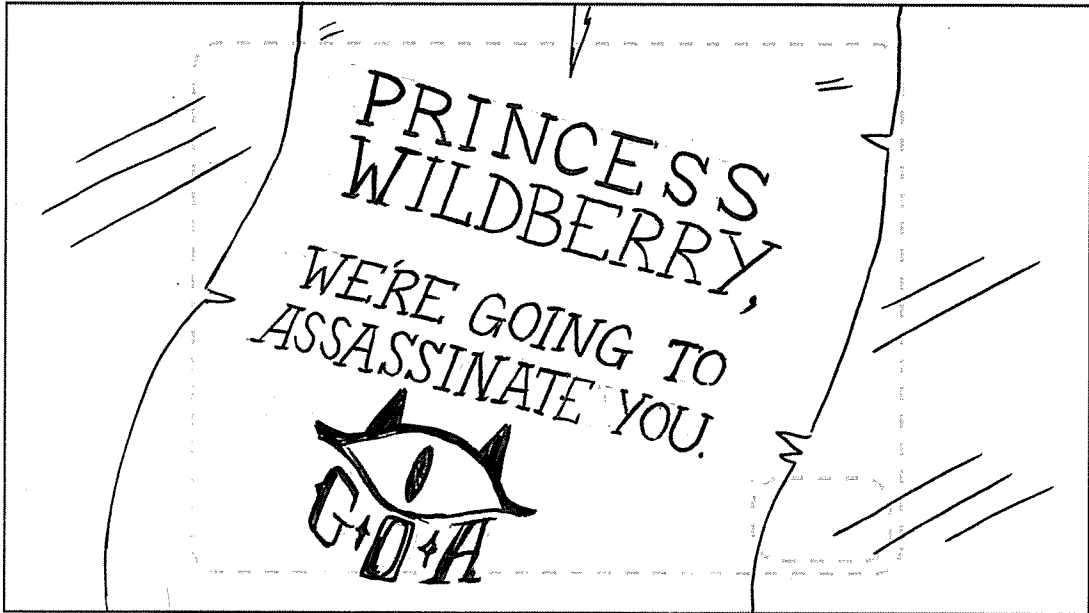
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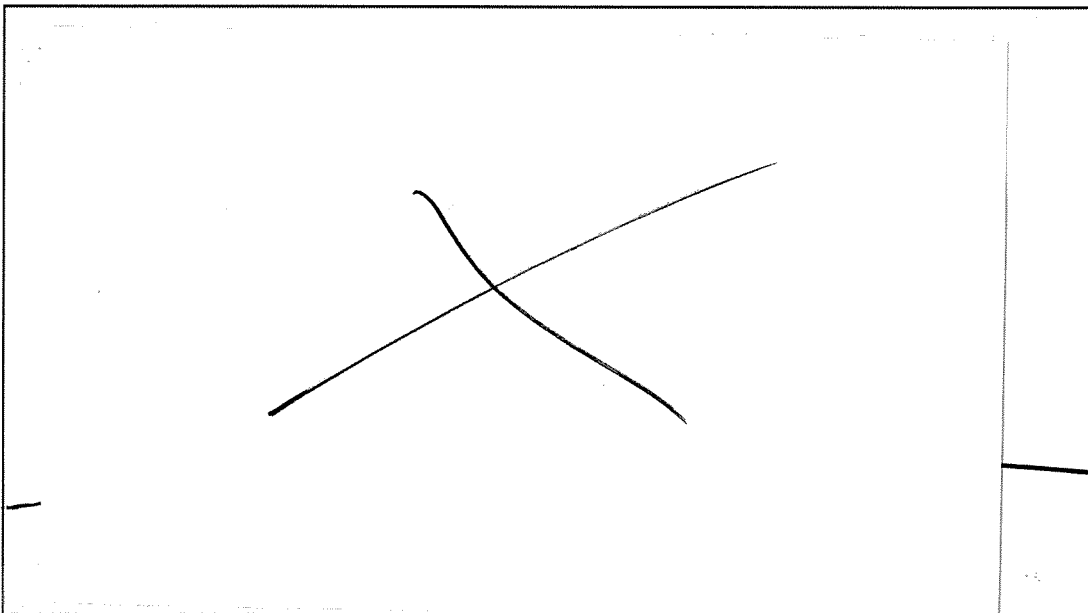


(next page # is 26)

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

F: (O/S) [GASP]

Action:

Timing:

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EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

Dialon:

Actio

Timir

F: PRINCESS ...

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:

F: WE VOW TO PROTECT
YOU FROM HARM ...

E: RIGHT, JAKE?

Action:

Timing:

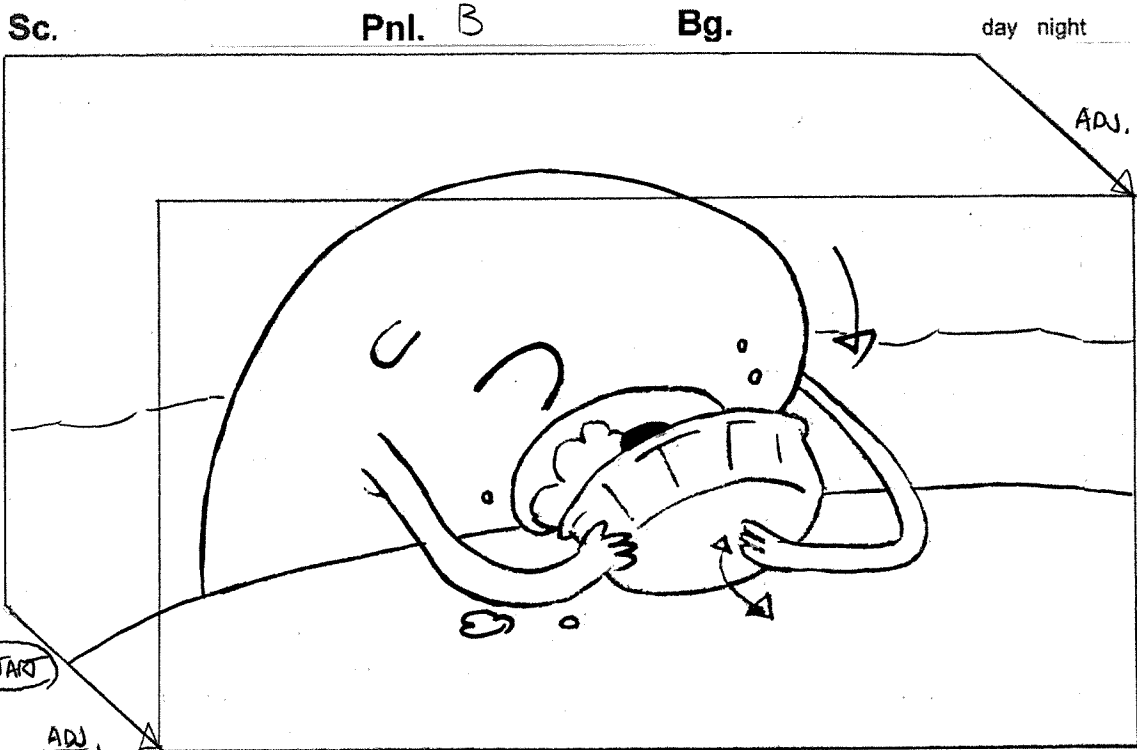
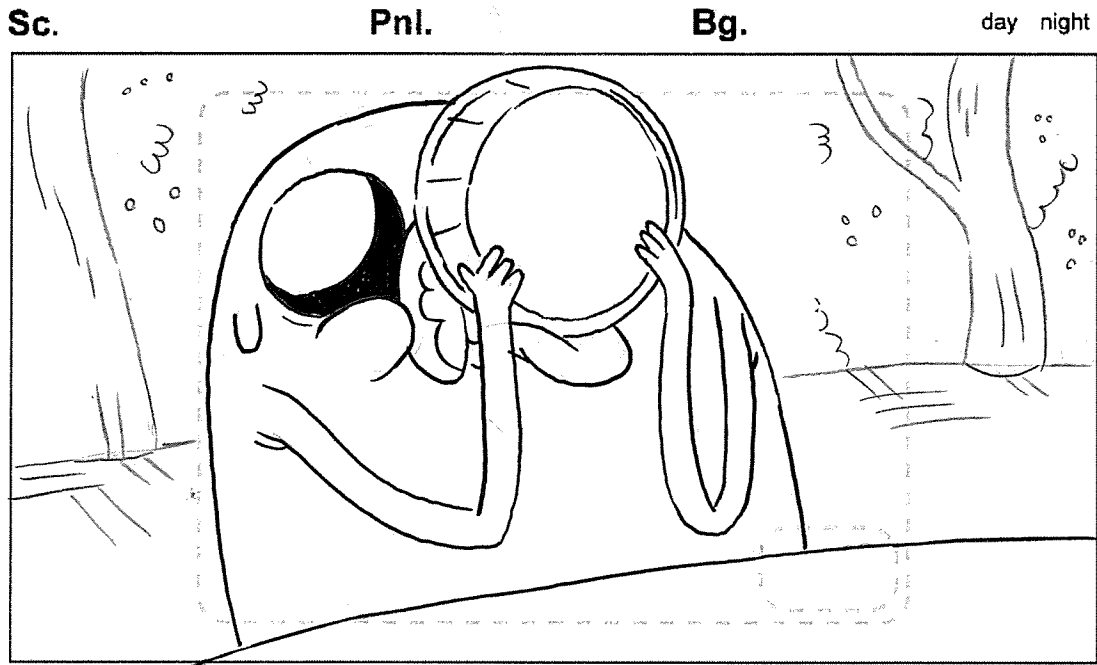
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ADVENTURE TIME



Dialog:

J: [LAPPING NOISES]

Action:

J: GRUZZLE-GRUZZLE-MM-HMM SFX: *KLANG*

• JAKE SMASHES HIS FACE INTO THE PIE.

• ADJ W/ ACTION

Timing:

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:

J/ (Mouth full) Sometimes? I think there's a monster who lives in my stomach and that's why I'm hungry all the time.

J/ mmHm mmHm
Nom nom

Action:

Timing:

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Production :

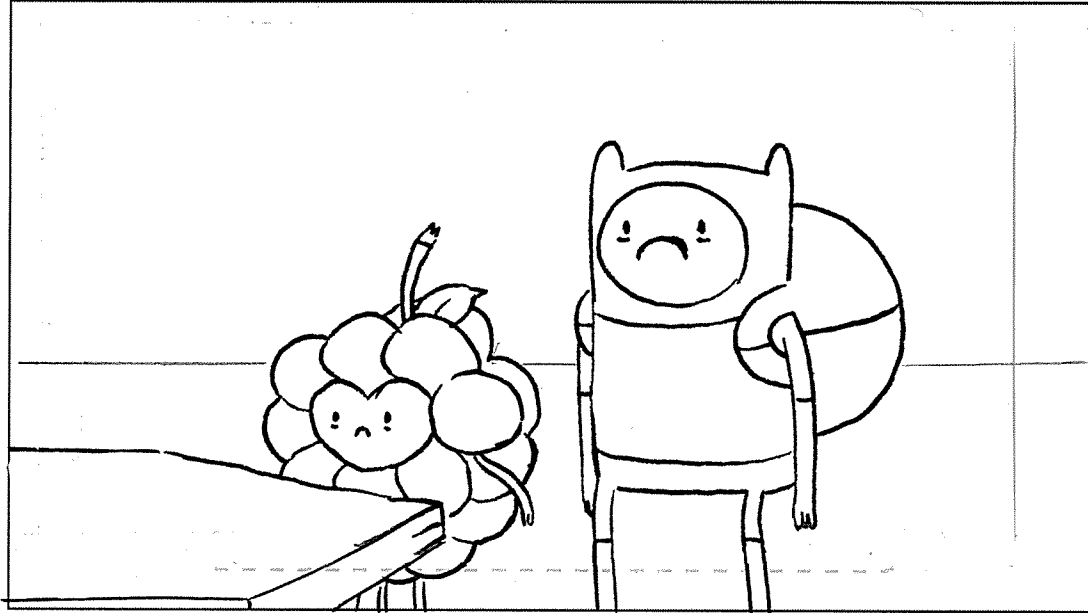
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ADVENTURE TIME

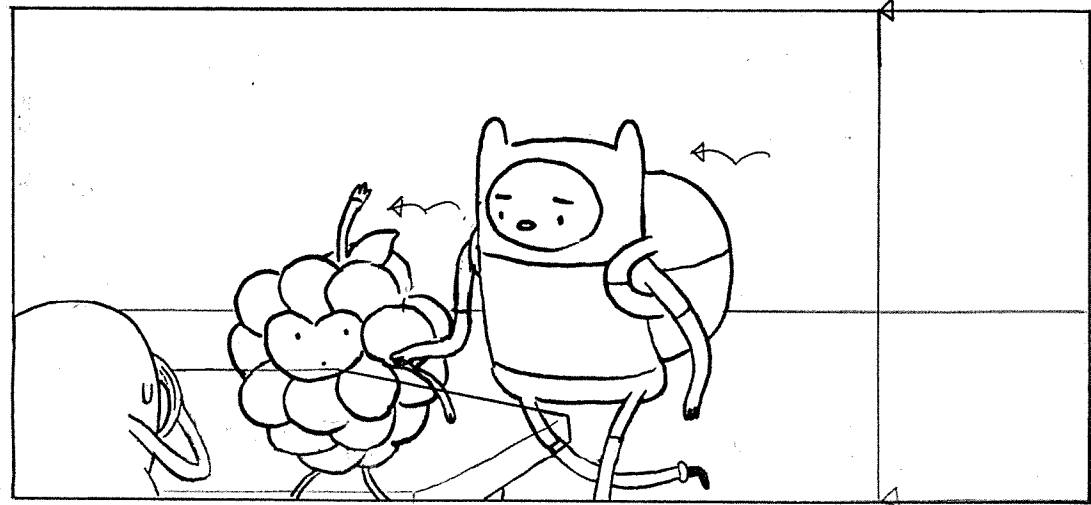


Page 29

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

E: UGH... PRINCESS

E: PRINCESS, LET'S CONTINUE
THIS BRIEFING OUTSIDE ...

Action:

• FINN USHERS WILDBERRY

• PAN W/ ACTION

Timing:

100871

EPISODE #

Production :

ADVENTURE TIME



Page 30

or transferred.

Sc.

Pnl. C

Bg.

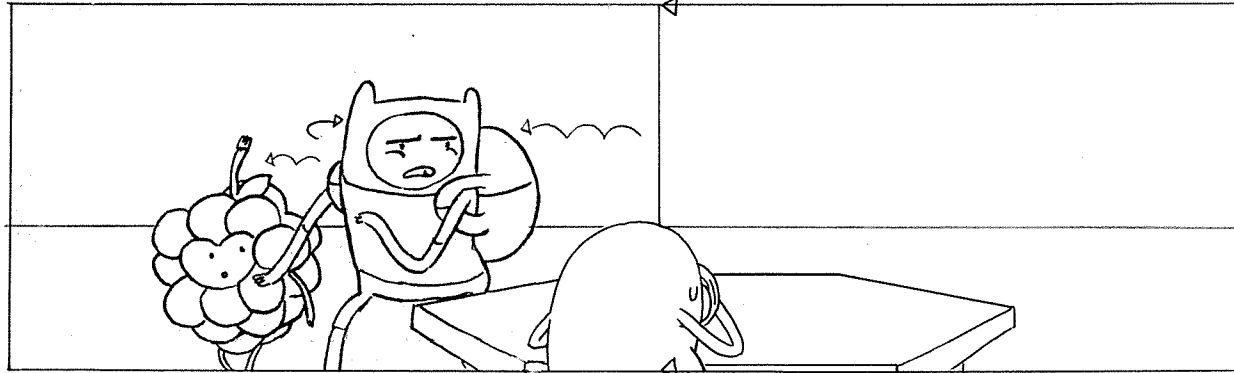
day night

Sc.

Pnl. A

Bg.

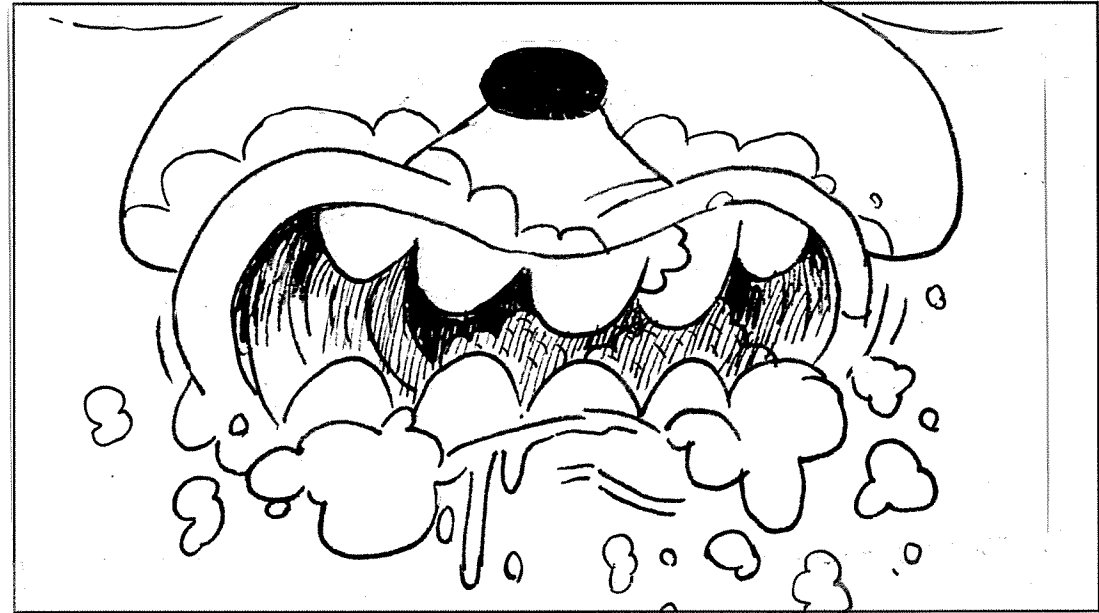
day night



STOP

PAN

START



Dialog:

F:

I CAN'T LOOK AT HIS MOUTH
WHEN HE GETS LIKE THIS ...

J:

GRAH-GRAH-GRUMMM!!

Action:

- FINN USHERS WILDBERRY PAST JAKE
- PAN W/ ACTION

Timing:

100871

EPISODE #

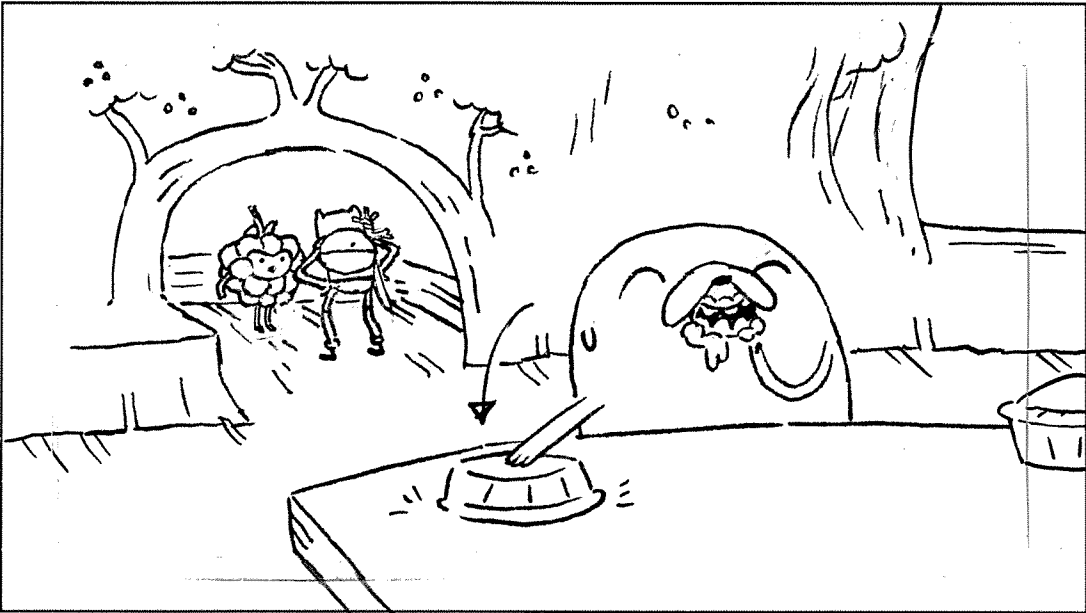
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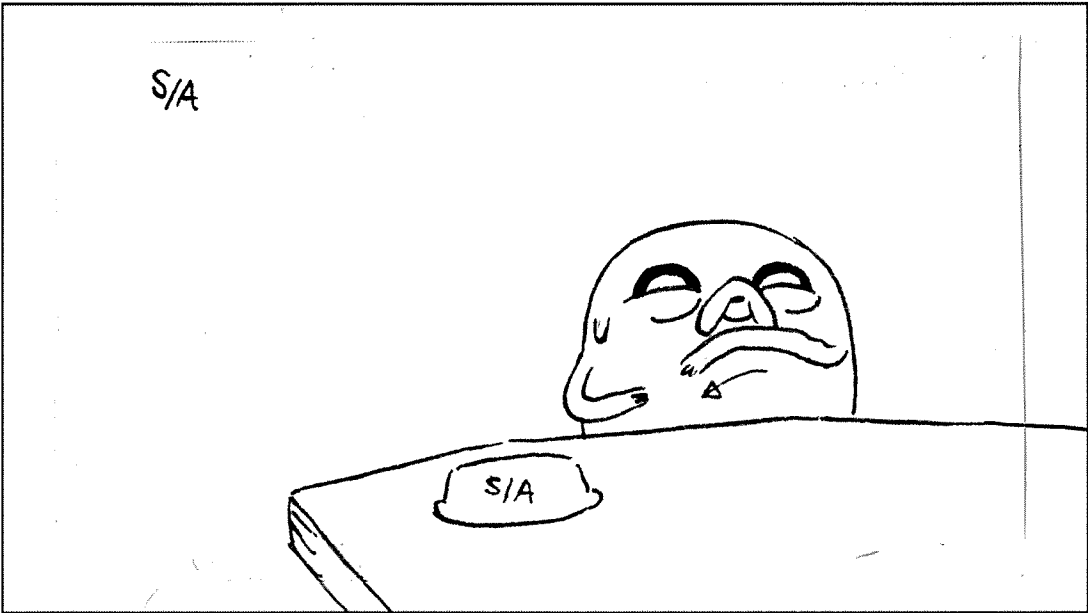
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



<p>Dialog:</p> <p><u>J</u>: BORF!</p> <p><u>F/WB</u>: [INDISTINCT MUTTERING]</p> <p><u>SFX</u>: *KLANG*</p>	<p><u>J</u>: (SATISFIED) MMM.</p>
<p>Action:</p> <p>JAKE SLAPS DOWN EMPTY PIE PAN.</p>	<p>JAKE WIPES HIS MOUTH WITH HIS ARM.</p>
<p>Timing:</p>	

100871

EPISODE #

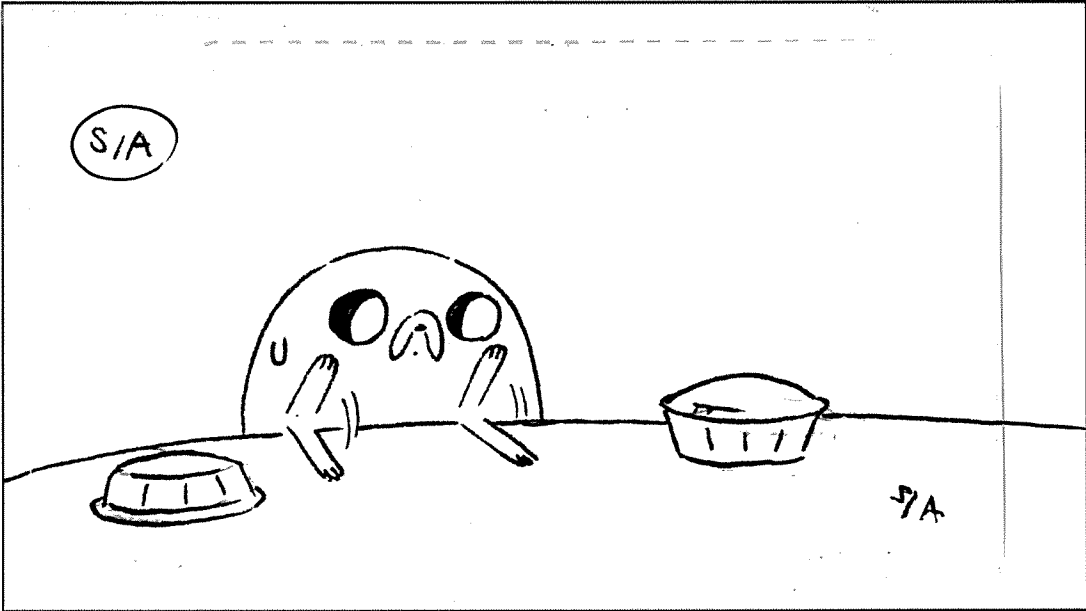
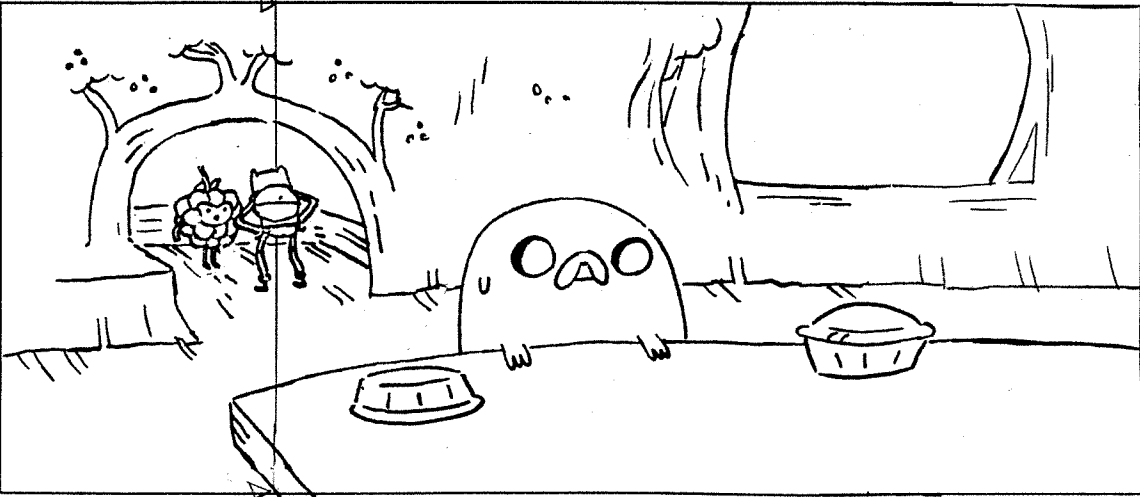
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ADVENTURE TIME



Sc. Pnl. C Bg. day night Sc. Pnl. D Bg. day night



Dialog:

Action:

Timing:

JAKE LOOKS TO THE RIGHT.
ADJ. TO INCLUDE WILDBERRY'S PIE.

SFX: * PAP PAP PAP *
JAKE EXCITEDLY FLAPS HER ARMS.

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ADVENTURE TIME



Sc. Pnl. E Bg. day night

Sc. Pnl. F Bg. day night

Dialog:

J: (WHISPER) PRINCESS, YOU WANT ME TO FINISH OFF YOUR PIE?

WB: YES, JAKE ... ALL MY PIES.

Action:

JAKE FORMS HIS HAND INTO A WILDBERRY PUPPET.

Timing:

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ADVENTURE TIME



Sc.

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night

Dialog:

J: HEH, HEH

SFX: *SCOOP*

Action:

JAKE SCOOPS UP A HANDFUL OF PIE.

Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	
SFX: * SMECK SMECK *	SFX: * SCOOP *
Action:	
JAKE SHOVES A HANDFUL OF PIE INTO HIS MOUTH.	JAKE REACHES OFF/S
Timing:	

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ADVENTURE TIME



Page 36

Sc.	Pnl. C	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialog:

J: (CONFUSED) HMM?

Action: JAKE SHOVES A HANDFUL OF PIE INTO HIS MOUTH.

Timing:

100871

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

S/A

Sc. Pnl. A Bg. day night

Dialog:

SFX: * SCOOP *

J: (MOUTH FULL/ CONSIDERATE) HMM...

Action:

- JAKE CAUTIOUSLY SCOOPS UP A HANDFUL OF PIE.
- OPENING IN PIE REVEALS A CURLED UP CAT.

Timing:

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

S/A

Sc. Pnl. A Bg. day night

Dialog: J: *giggle* A TINY CAT... SICK.

ME-MOW: (M-2) *HIISSSS!!!*

Action: - ME-MOW CLAWS AT THE AIR.

Timing: (M-1)

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night

Dialog:	<p>J: HOHH!!</p>	
Action:	<p>JAKE REACTS WITH SHOCK.</p>	
Timing:	<p>J-1</p>	

SFX: * THPP!! *

• ME-MOW FLIES ON/S AND LANDS ON JAKE'S MOUTH.

100871

EPISODE #

Production :

ADVENTURE TIME

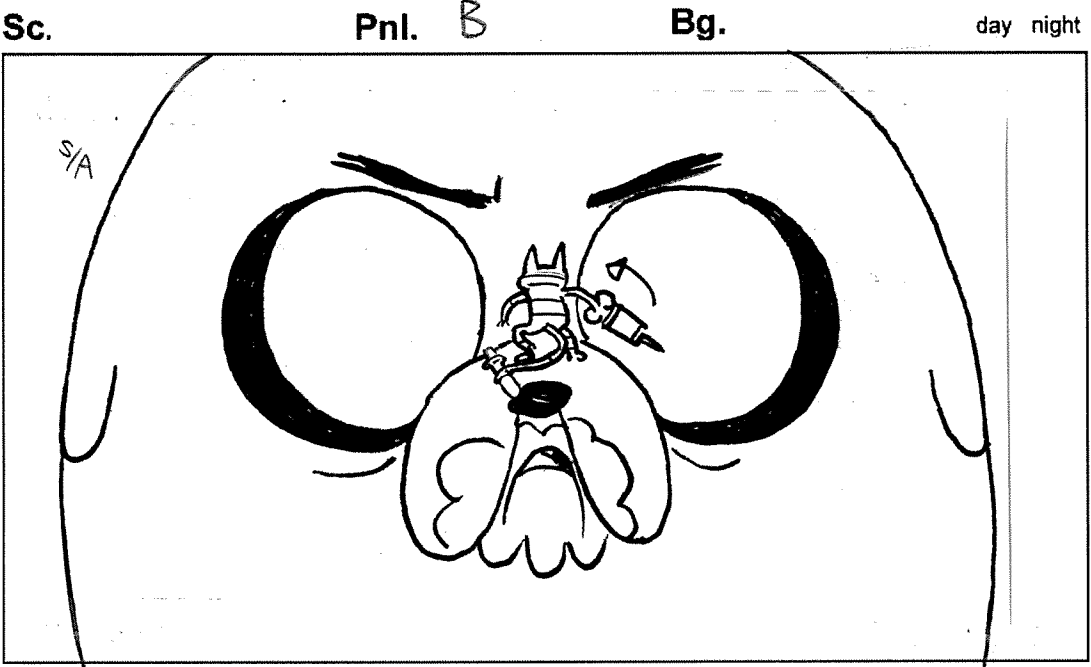
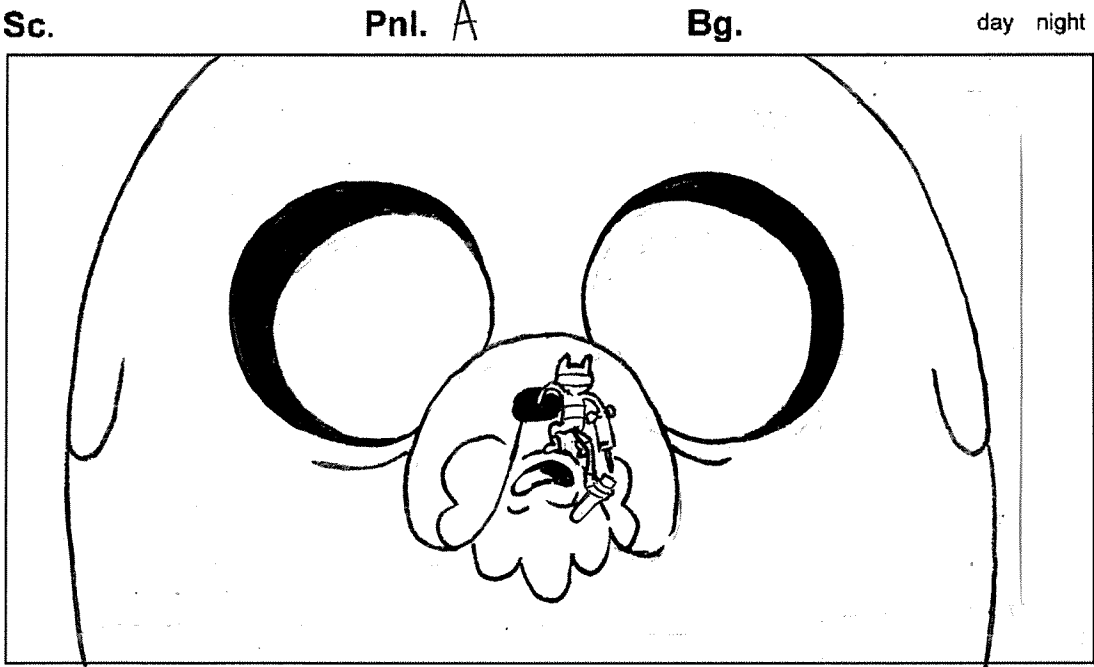


Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	<u>MM:</u> QUIET ...	<u>MM:</u> .. OR YOU <u>DIE</u> !
Action:	• ME-MOW HOLDS A SYRINGE UP TO JAKE'S NOSE.	
Timing:		

EPISODE # 100871
Production :

ADVENTURE TIME



Dialog:	↓: *Gasp!*	↓: <u>YOU'RE</u> THE ASSASSIN !!
Action:	ME-MOW CRAWLS ATOP JAKE'S MUZZLE.	
Timing:		

100871

EPISODE #

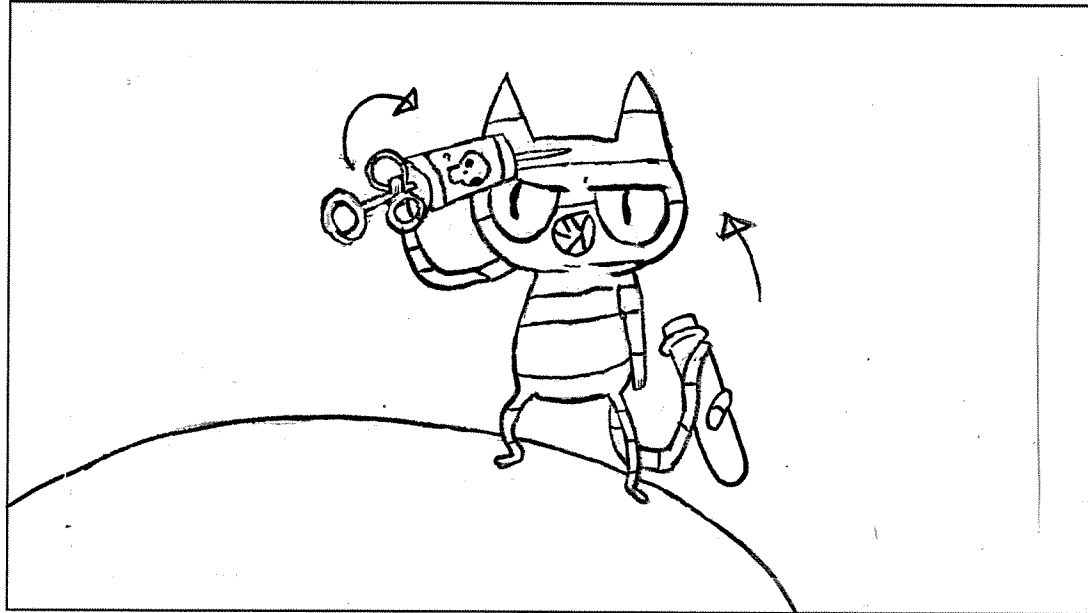
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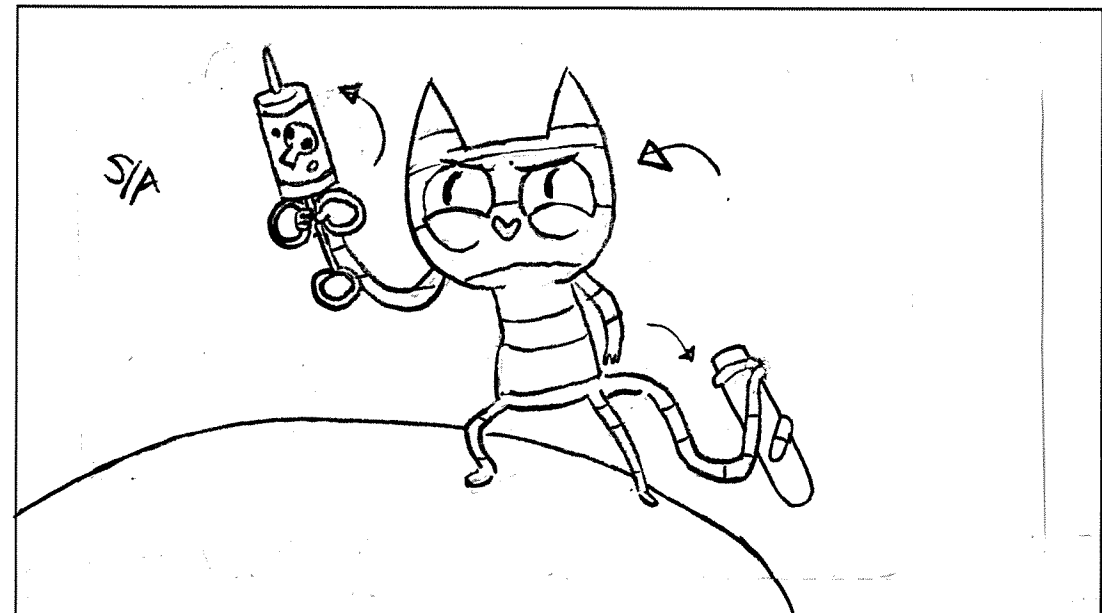
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
MM: ME-MOW. ASSASSIN, 2ND CLASS. MM: BUT ONCE I TAKE OUT A PRINCESS...

Action: ME-MOW SALUTES WITH THE SYRINGE.

Timing:

100871

EPISODE #

Production :

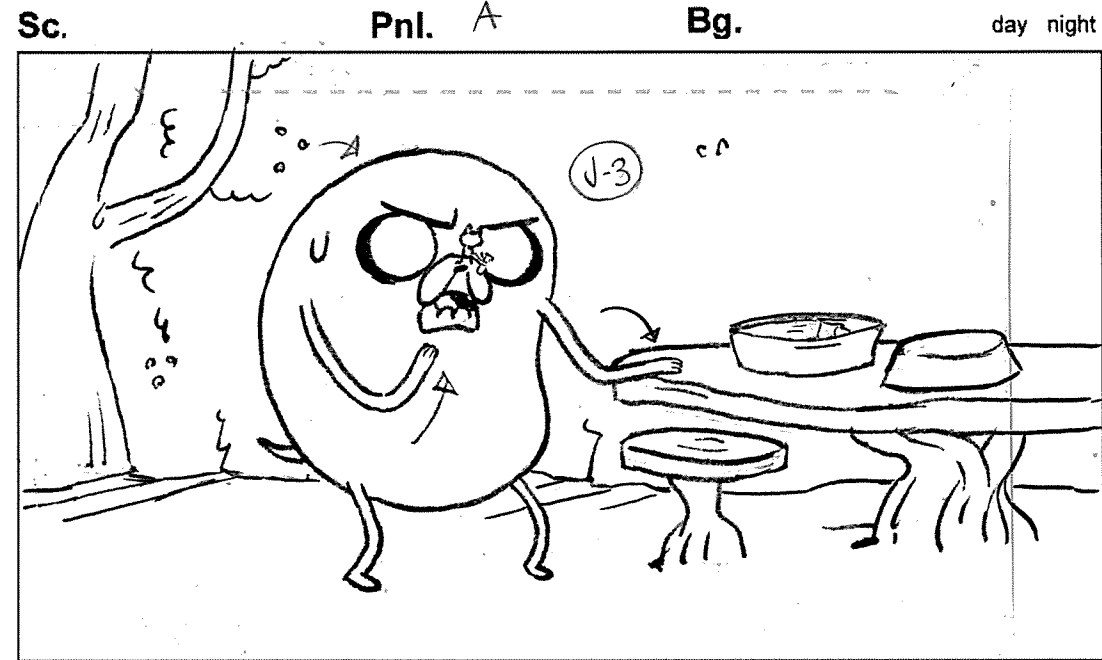
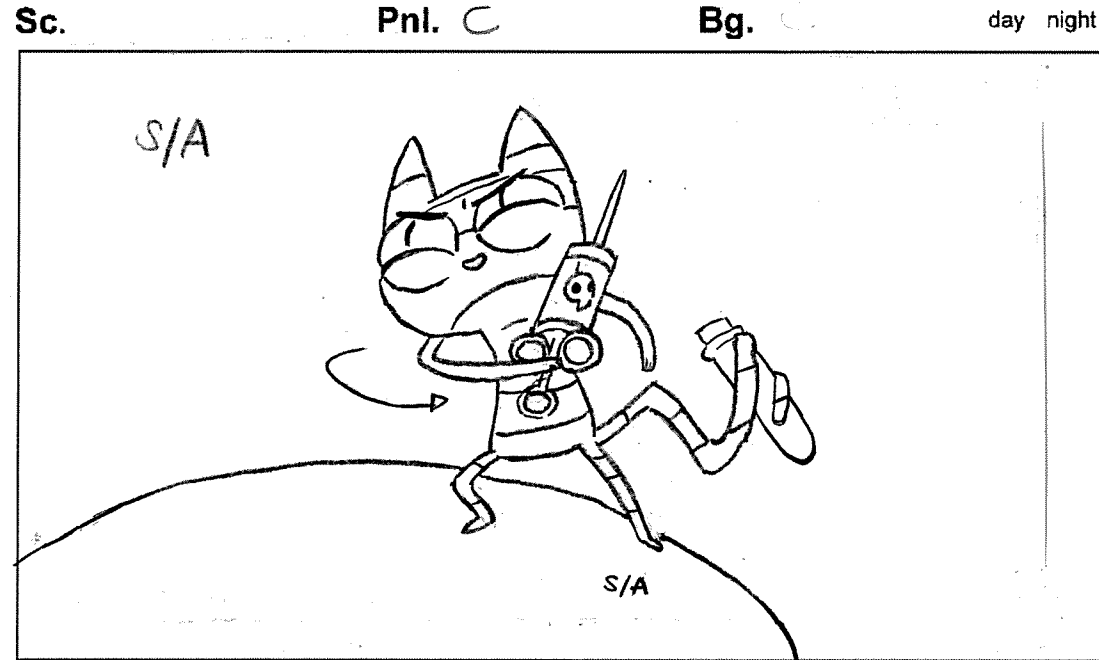
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ADVENTURE TIME



(next page # 13 47)

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Dialog:

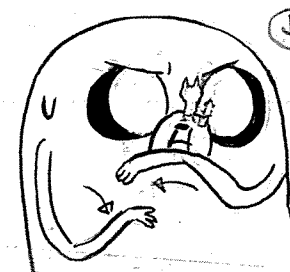
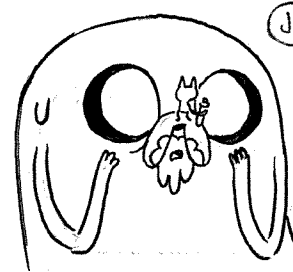
MM: I G'ADUATE TO FULL MEMBERSHIP.

J: J-3 WELL, I'M NO PRINCESS, SISTER!

Action:

JAKE WIPES HIS MOUTH CLEAN

Timing:

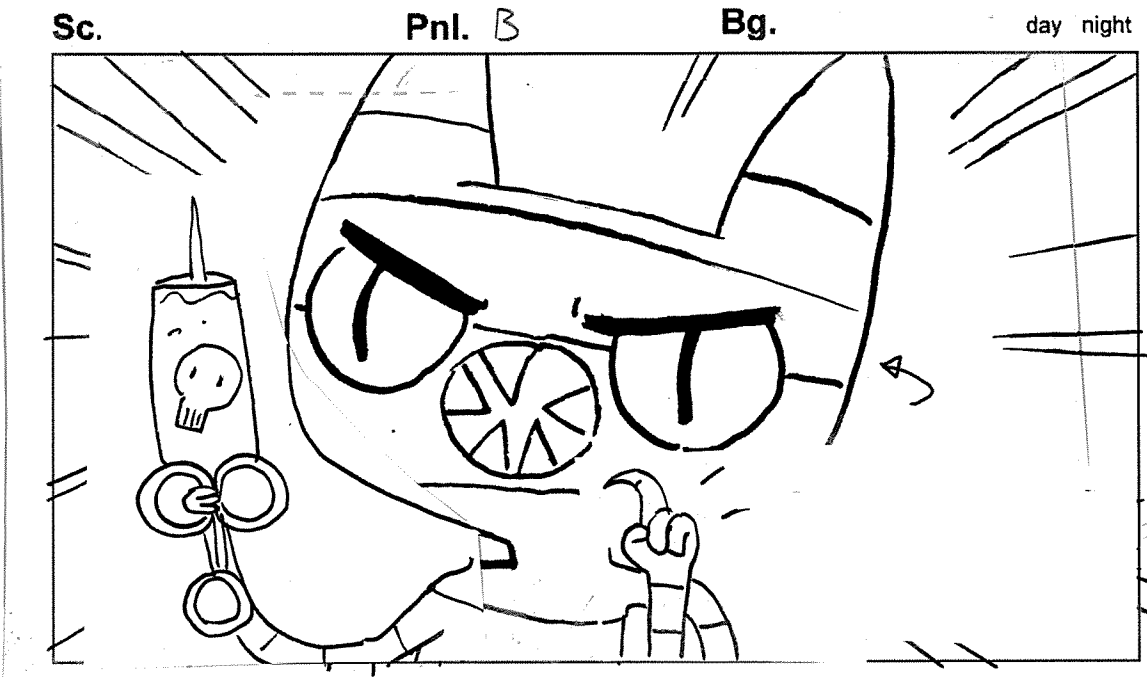
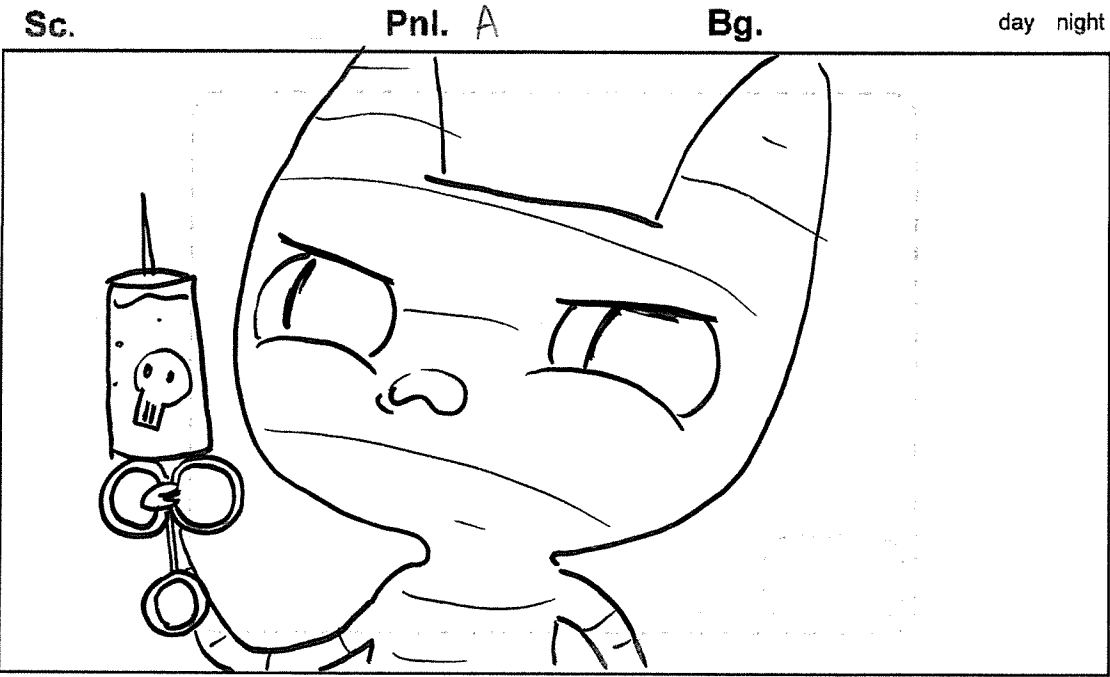


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ADVENTURE TIME



Dialog:

MM: YES I KNOW, BUT SINCE YOU'VE
BLOWN MY COVER...

MM: .. YOU , WILL SLAY WILDBERRY PRINCESS

Action:

Timing:

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	

Dialog:	<p>J: (INCREDULOUS) WHAAAT...</p>	<p>J: (INDIGNANT) I'D RATHER BE INJECTED with POISON!</p>
Action:		
Timing:		

EPISODE # 100871
Production :

ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	<u>MM:</u> OH... UH...	<u>MM:</u> OK...
Action:	ME-MOW HOLDS UP SYRINGE.	
Timing:		

100871

EPISODE #

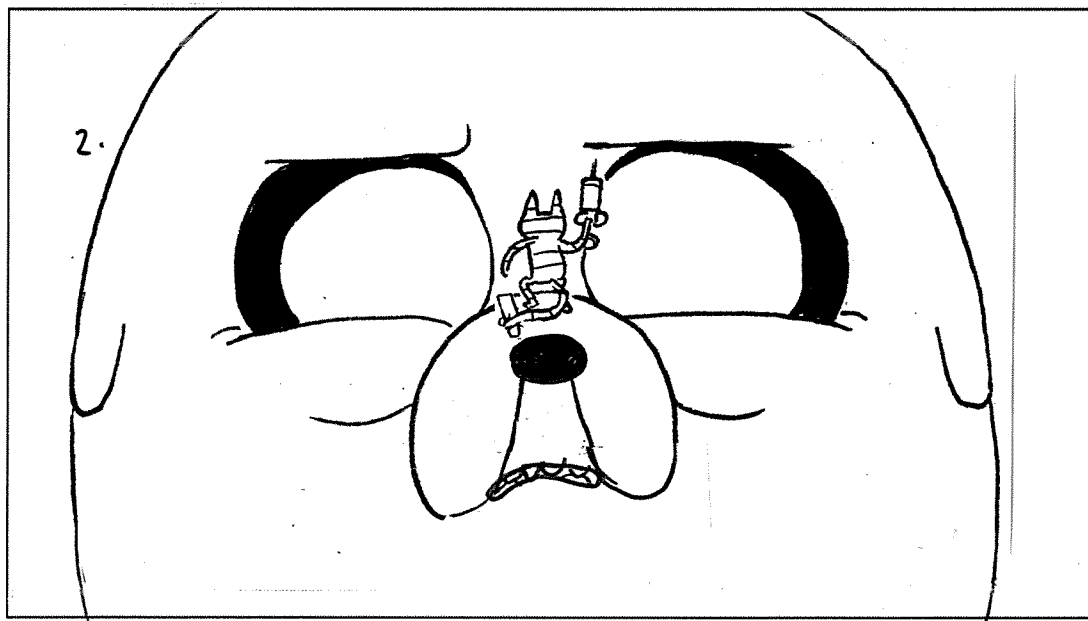
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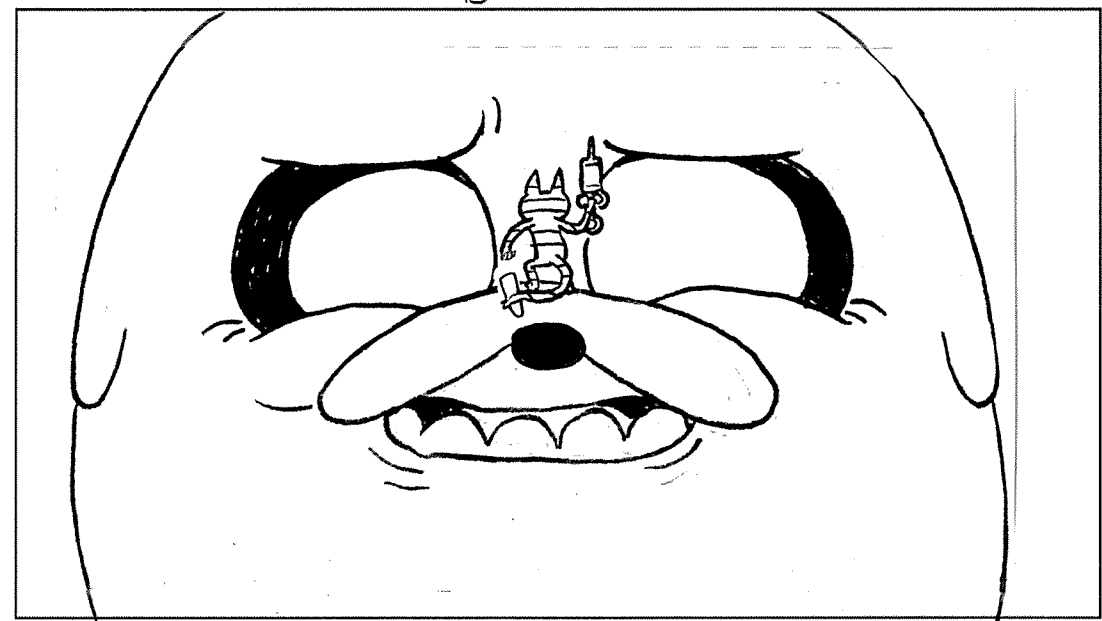
ADVENTURE TIME



Sc. Pnl. A Bg. day night



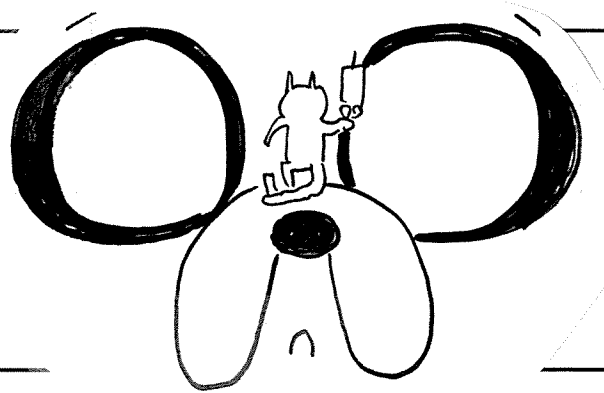
Sc. Pnl. B Bg. day night



DJ: 2. (J) ehh.. I mean..

J: (unconvincing)
I will assassinate wildberry princessss...

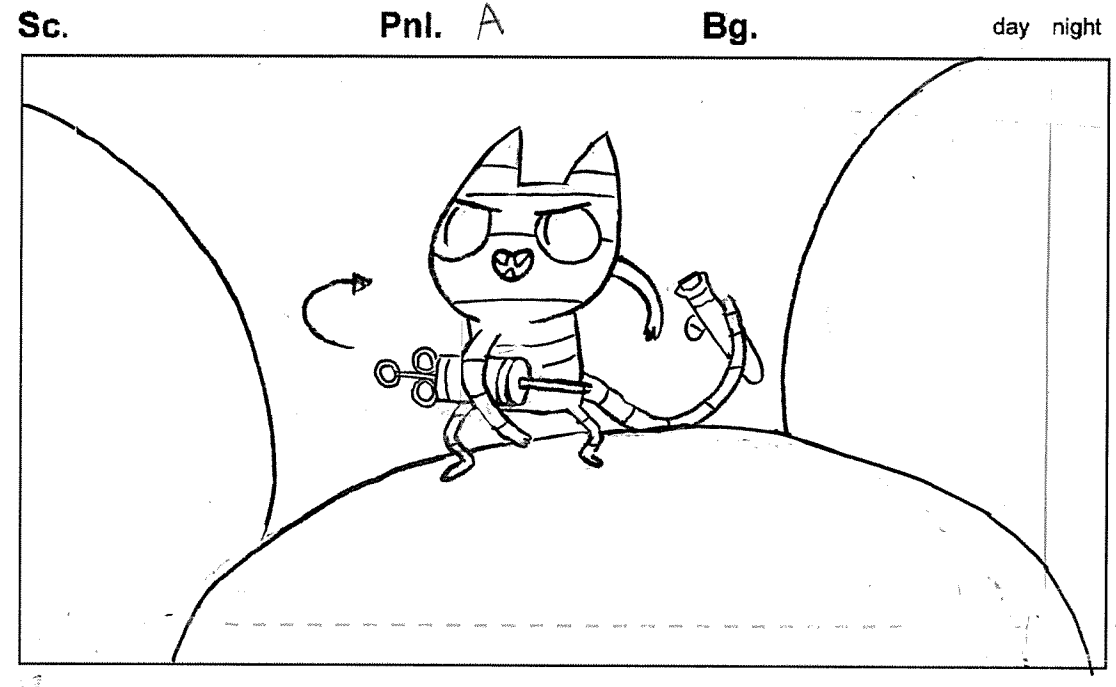
Action:
(beat) 1.
Timing:



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ADVENTURE TIME



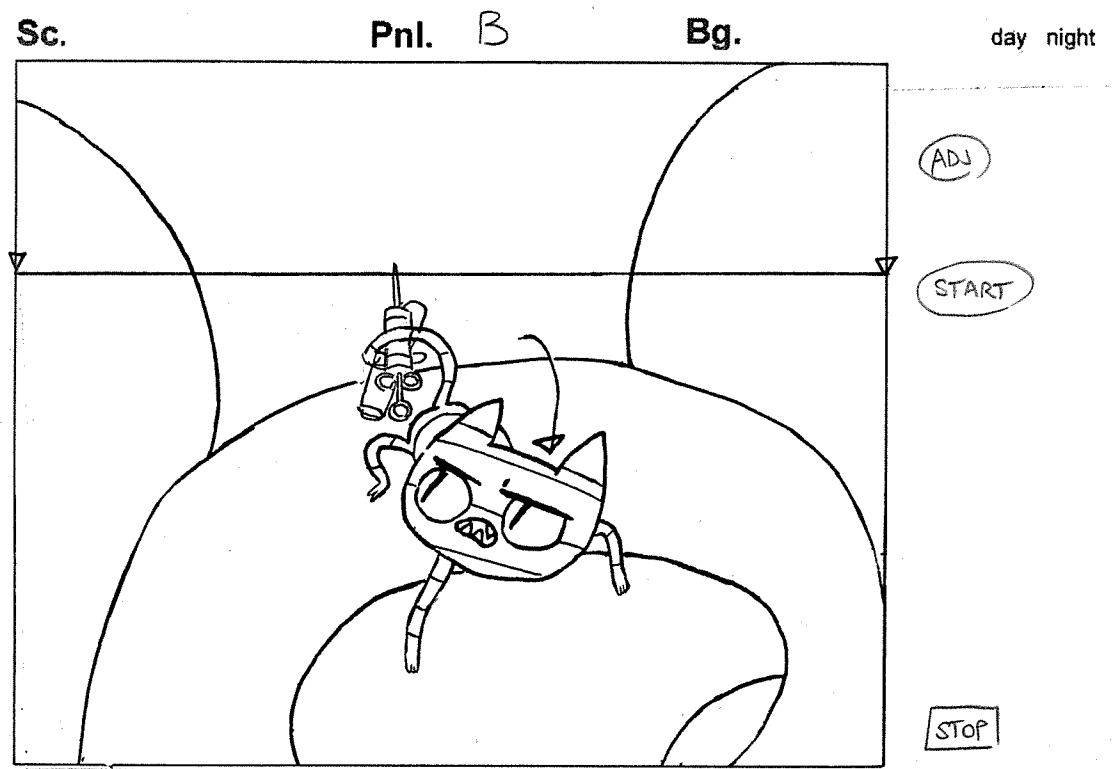
Dialog:

MM: good.

Action:

- MEMOW SPINS AROUND.

Timing:



MM: OH, AND IF YOU TRY TO TRICK ME, I'LL POISON YOU...

- ME-MOW HOLDS SYRINGE & VIAL IN HER TAIL.
- ME-MOW CRAWLS DOWN JAKE'S MUZZLE.
- ADJ. W/ ME-MOW

Timing:

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Production :

ADVENTURE TIME

Page 52

Sc.

Pnl. C

Bg.

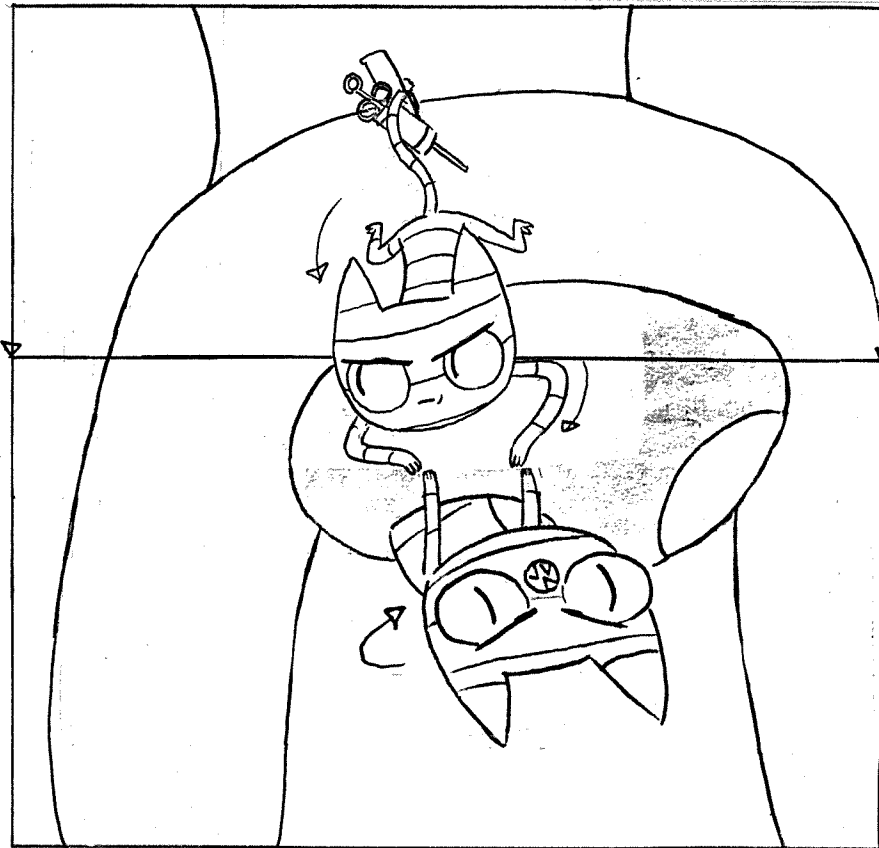
day night

Sc.

Pnl. D

Bg.

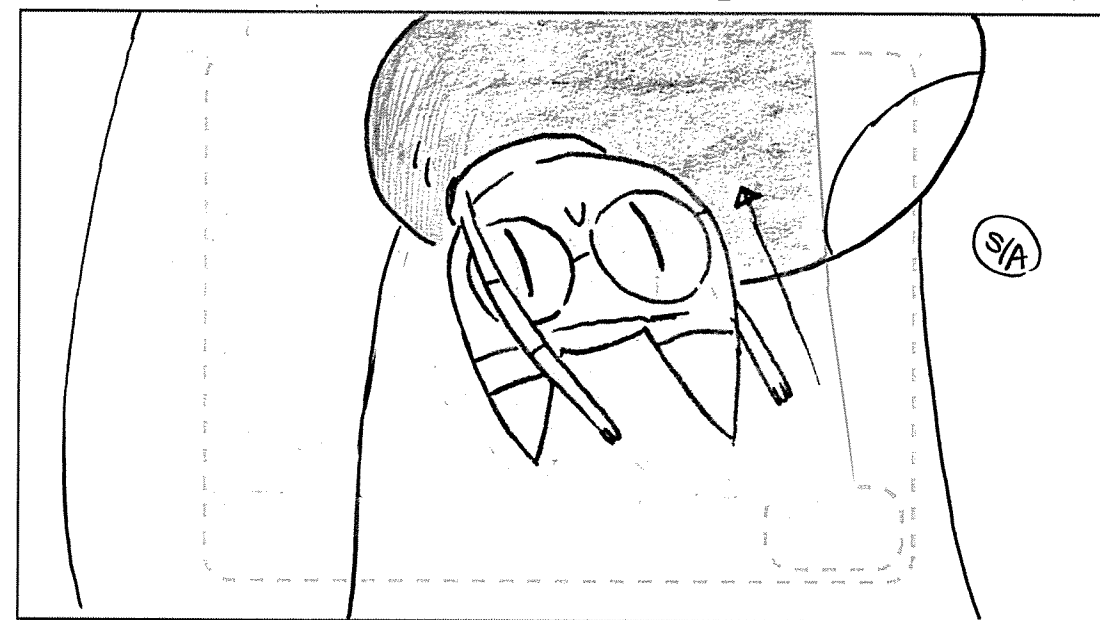
day night



ADJ

(START)

STOP



S/A

SFX: * THOMP! *

Action: • ME-MOW CRAWLS INTO JAKE'S NOSTRIL.
• NOSTRIL LIKE A LIZARD,
• ADJ. W. ME-MOW

ME-MOW SLIDES INTO JAKE'S NOSTRIL.

Timing:

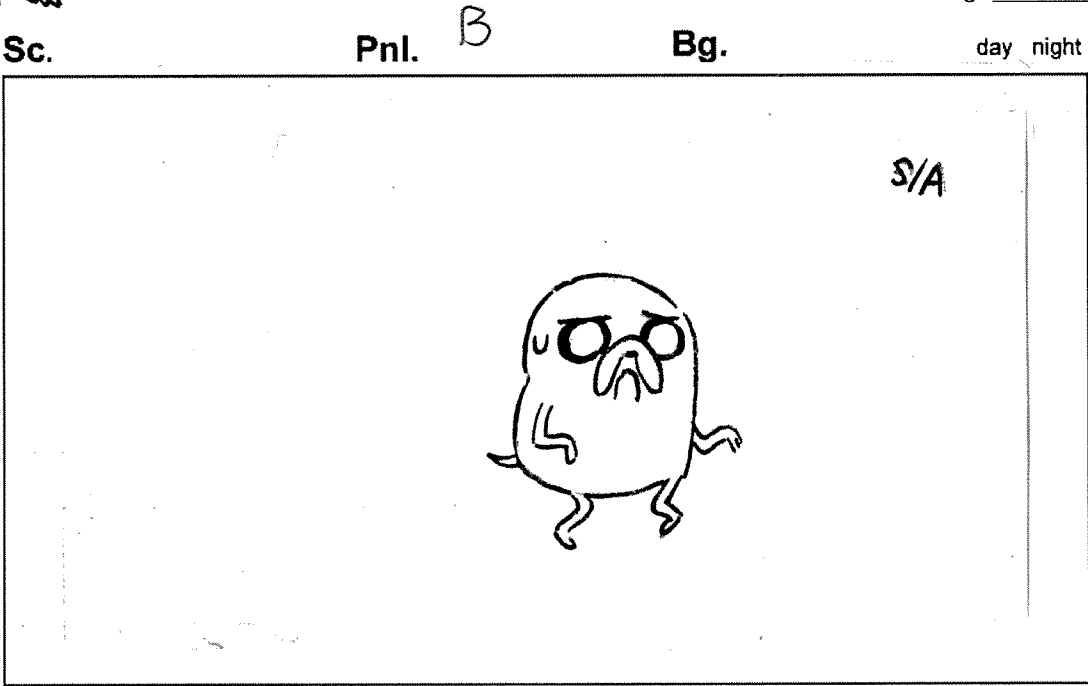
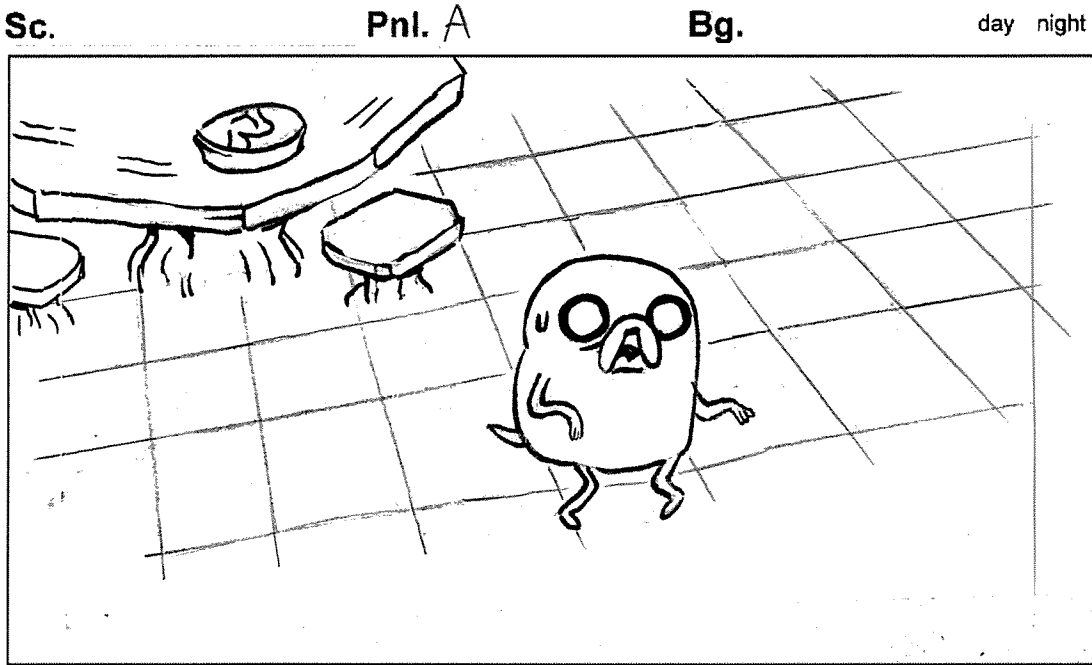
1
2
8
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1

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ADVENTURE TIME



Dialog:

J: my nose.
(said super stuffy)

MM: (O/S) WUGH. IT'S LIKE WARM
GARBAGE UP IN HERE.

Action:

JAKE STANDS SHUDDERING.

Timing:

100871

EPISODE #

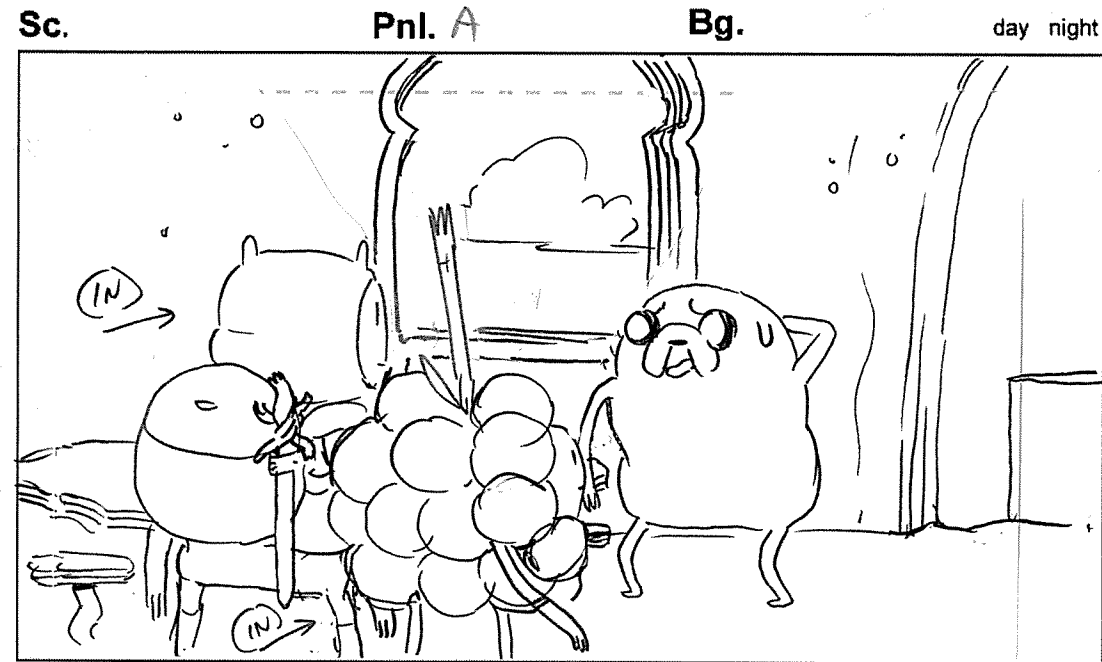
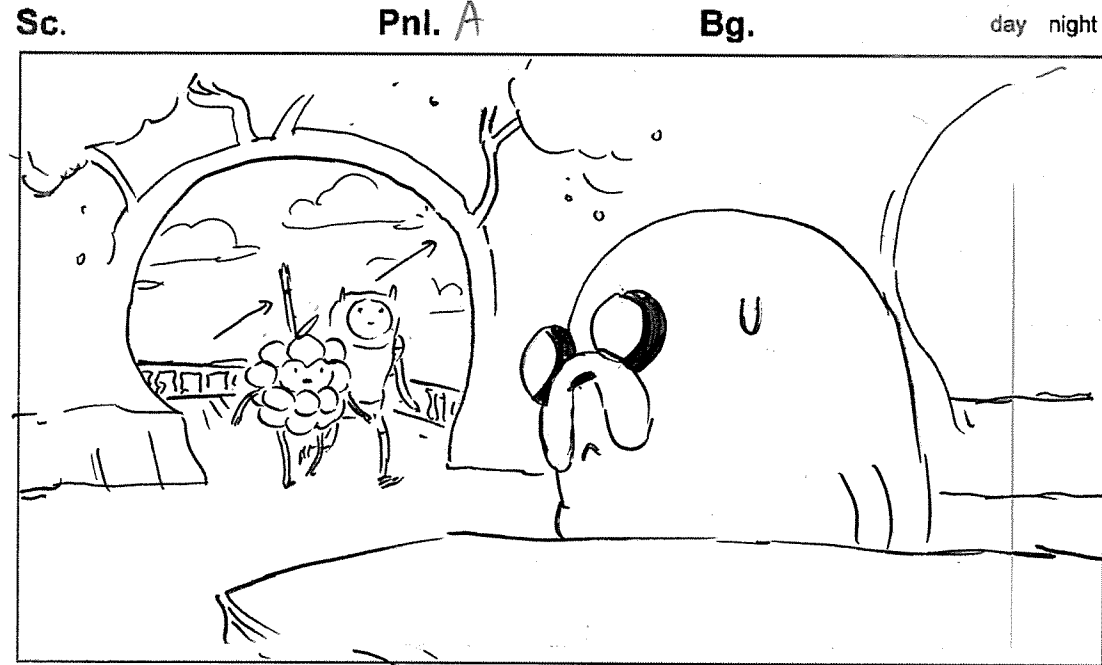
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ADVENTURE TIME



Page 54



Dialog:

WB) YOU DONE IN THERE JAKE?
(ALT) WHO ARE YOU TALKING TO?

J) OH... YEAH...
UM, SO, WILDBERRY PRINCESS ...

Action:

WB & F WALK BACK IN FROM BALCONY

Timing:

100871

EPISODE #

Production :

ADVENTURE TIME



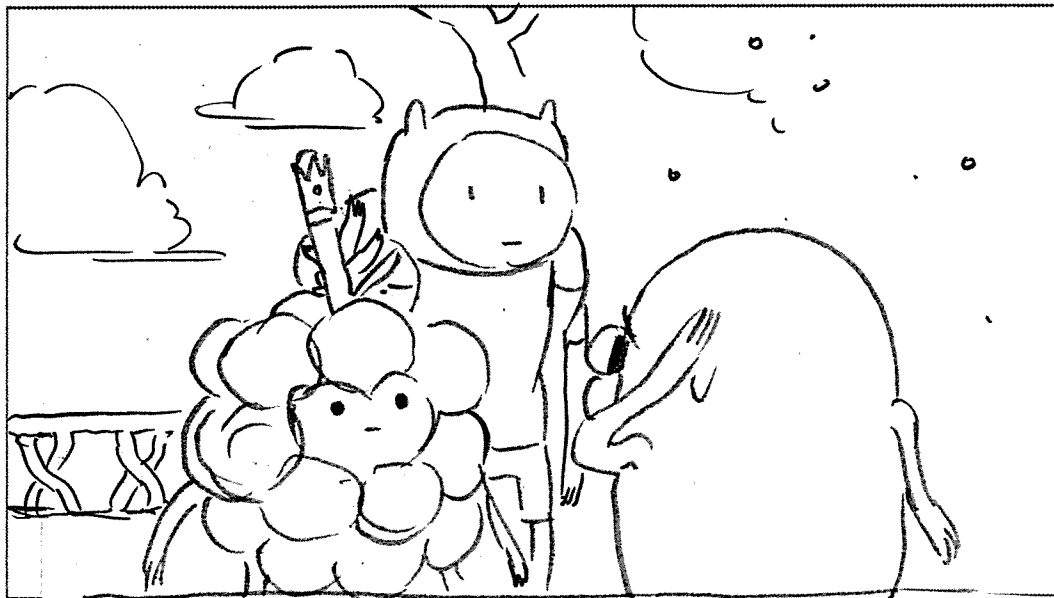
Page 55

Sc.

Pnl. A

Bg.

day night



Sc.

Pnl. A

Bg.

day night



Di

3) SO...
MAYBE IT
WOULDN'T BE SO BAD...

Ac

Timing:



3) ...
TO BE
KILLED

(ACT) TO DIE...



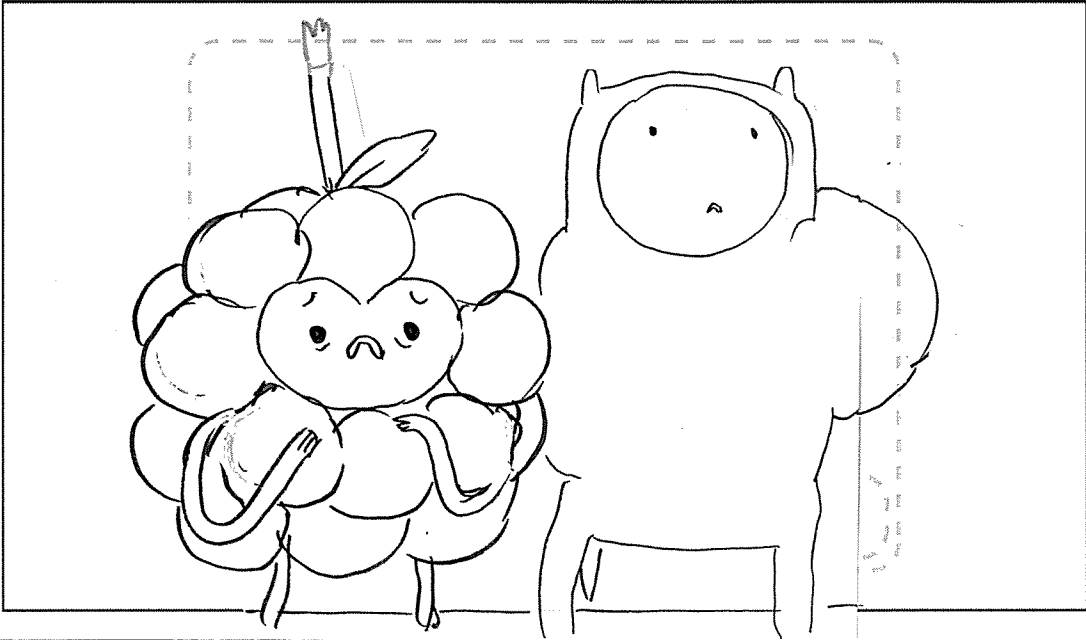
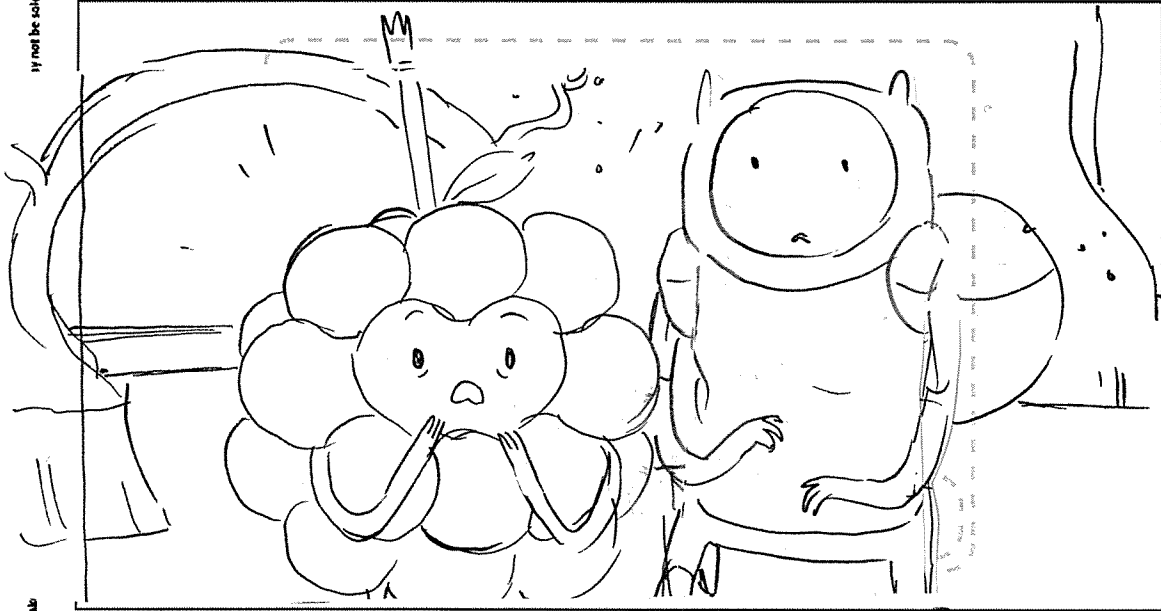
EPISODE # 100871

ADVENTURE TIME



it not be sold or transferred.

Sc. Pnl. A Bg. day night Sc. Pnl. B Bg. day night

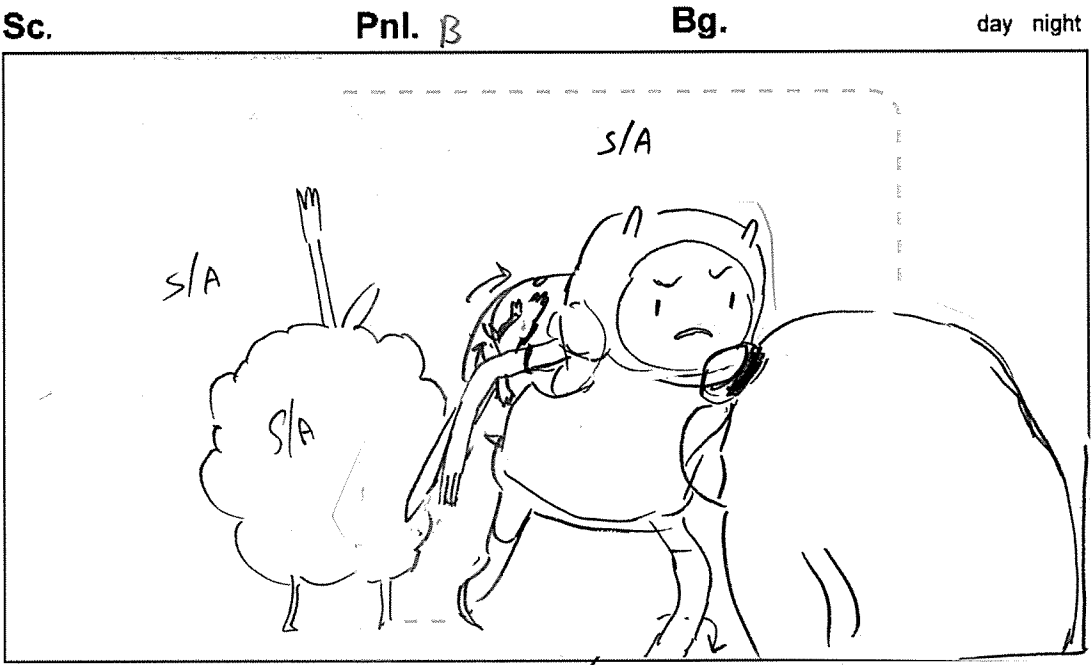
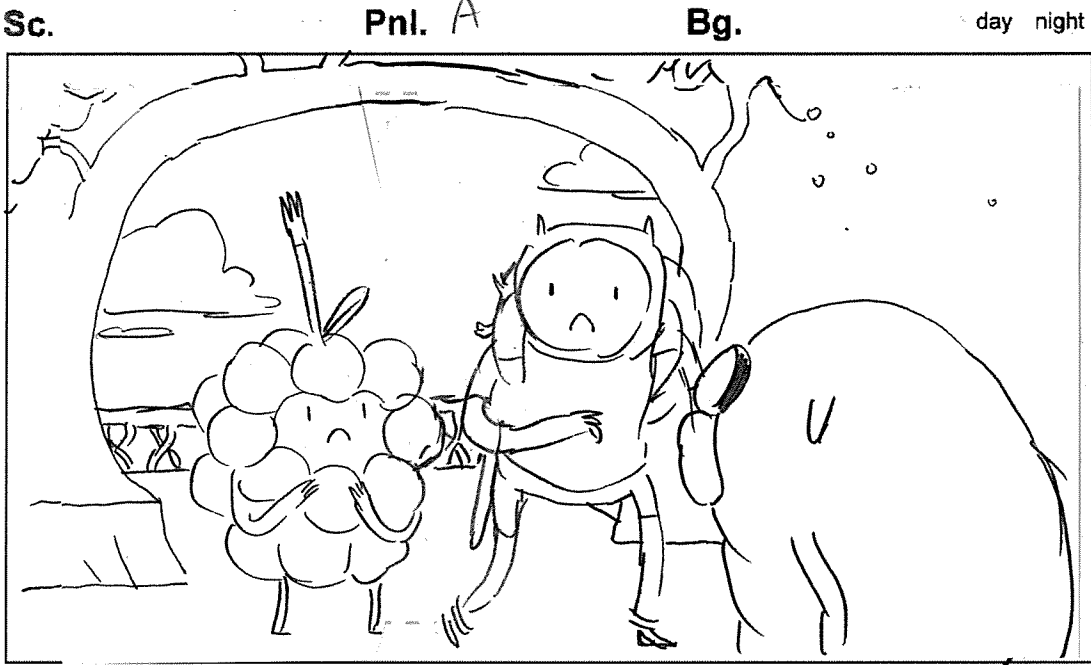


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Dialog:	WB) WH! WH~	WB) WHY WOULD YOU SAY THAT???
Action:	WB STUNNED	
Timing:		

100871
EPISODE #
Production :

ADVENTURE TIME



Dialog:

F) DUDE ARE YOU TRYING TO
FREAK HER OUT???

Action:

F STEPS IN FRONT OF WB TO HAVE PRIVATE
THOUGHT W/ SAKE

Timing:

100871

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	 <p>J) I DUNNO... I'M JUST THINKIN' OUT LOUD HERE.</p>	
Action	<p>J LOOKS OFF NERVOUSLY</p>	
Timing:		

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ADVENTURE TIME



ADJ
←

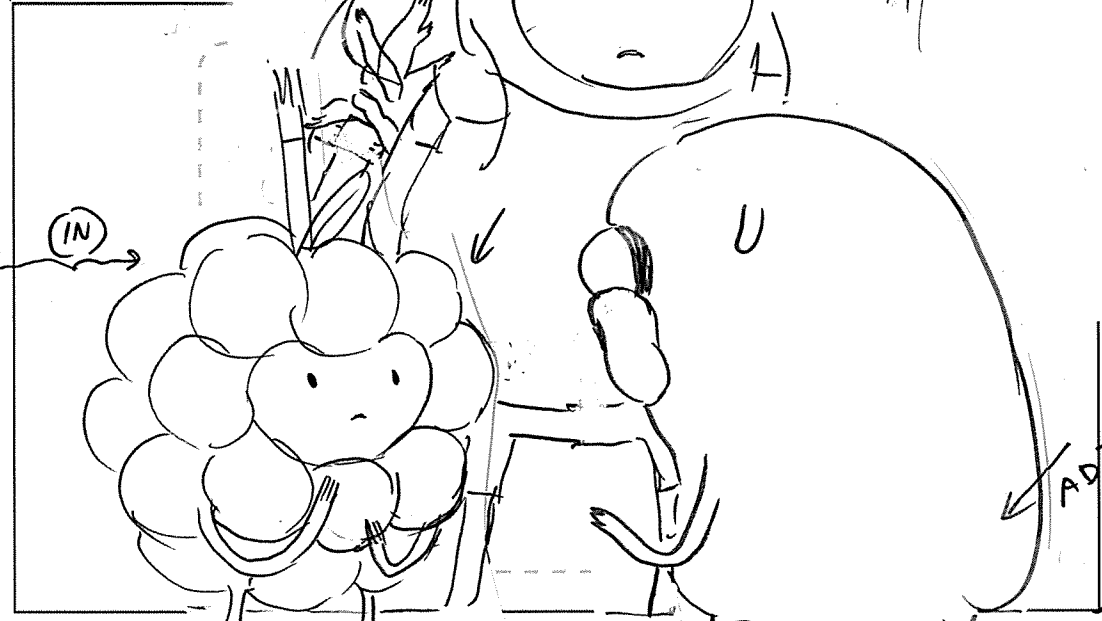
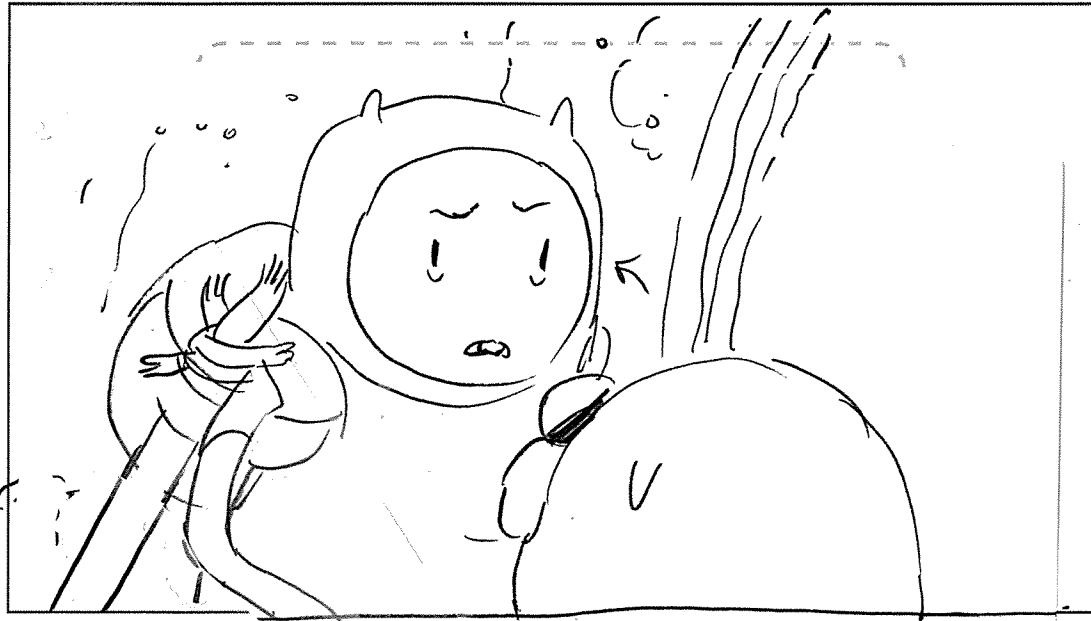
Sc.

Prnt. B

Bg.

day night

Sc.



ADJ
←

EPISODE #

100871

Page
59

Dialog:

F) ARE YOU TRYING TO FREAK
ME OUT?

J) UM...

Action:

WB SHYLY WALKS CLOSER TO J

Timing:

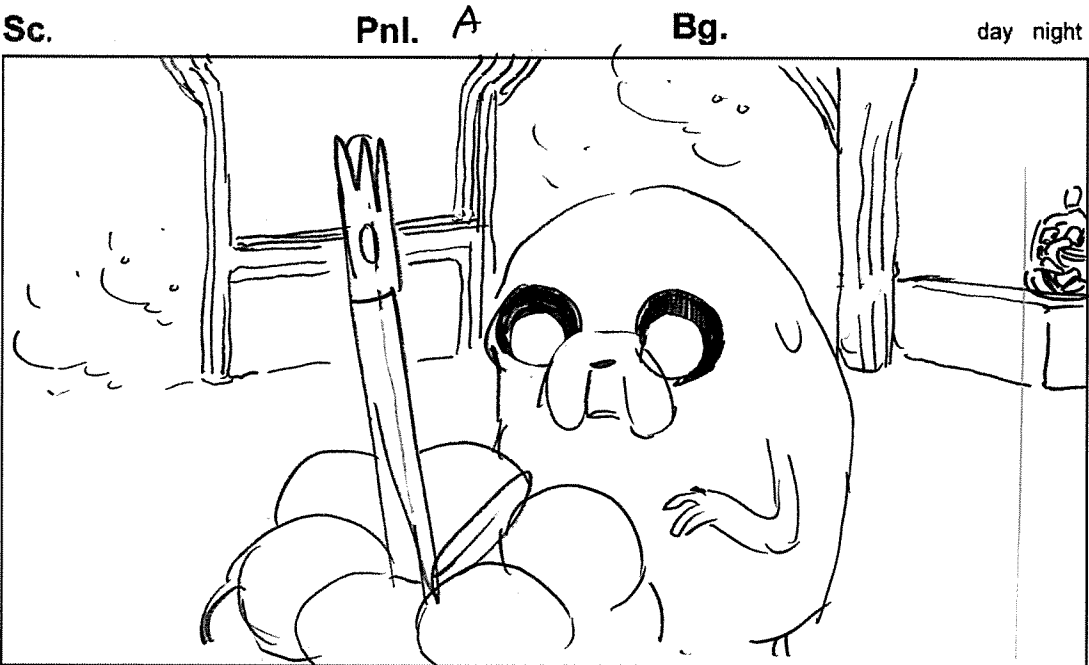
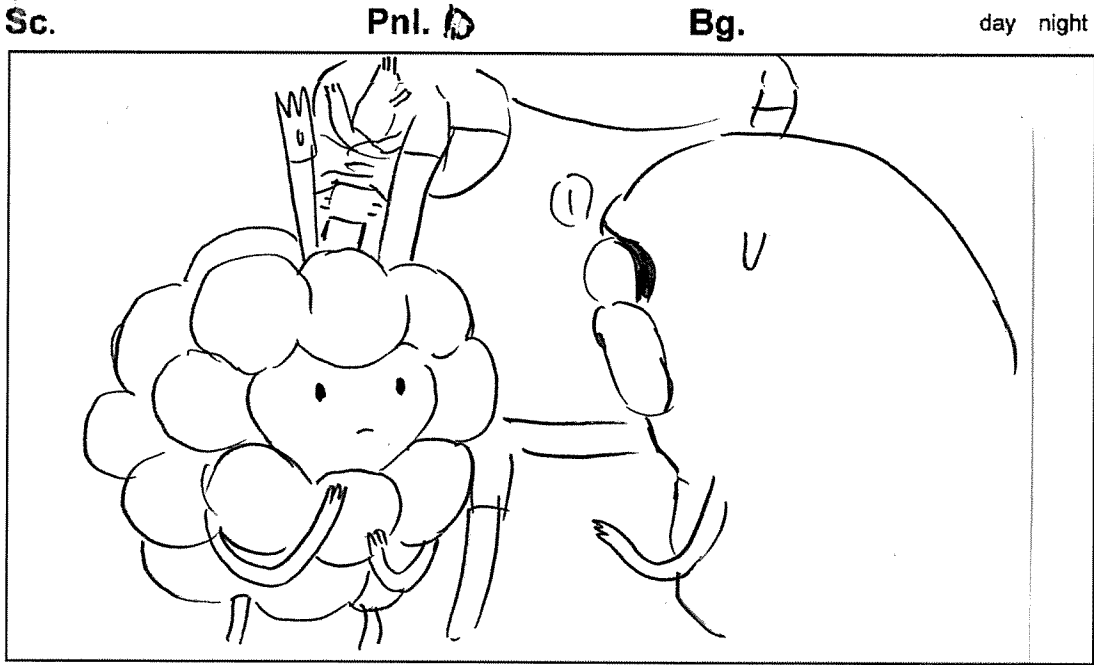
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ADVENTURE TIME



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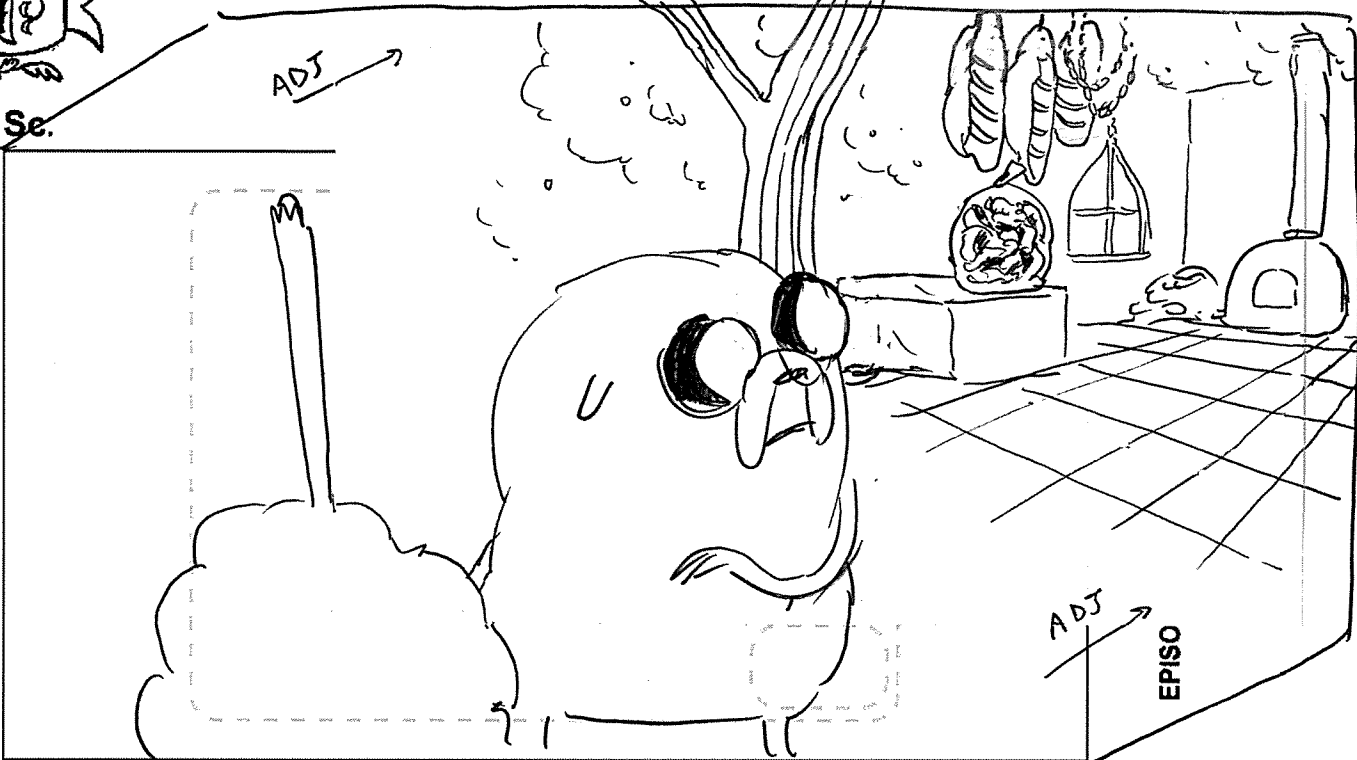
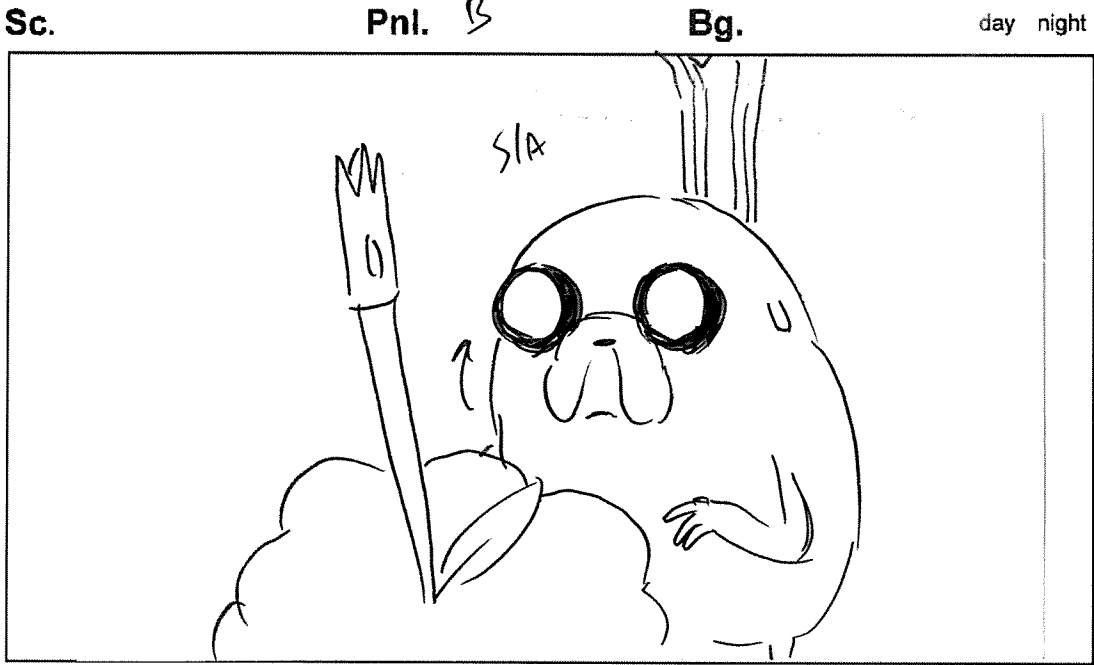
Dialog:	J) im sorry... WILDBERRY PRI -	(2)	J) -NLESS...
Action:			
Timing:			

100871

EPISODE #

Production :

ADVENTURE TIME



Dialog:

JD uh..

Action:

STARES AT CROWN FOR A BEAT

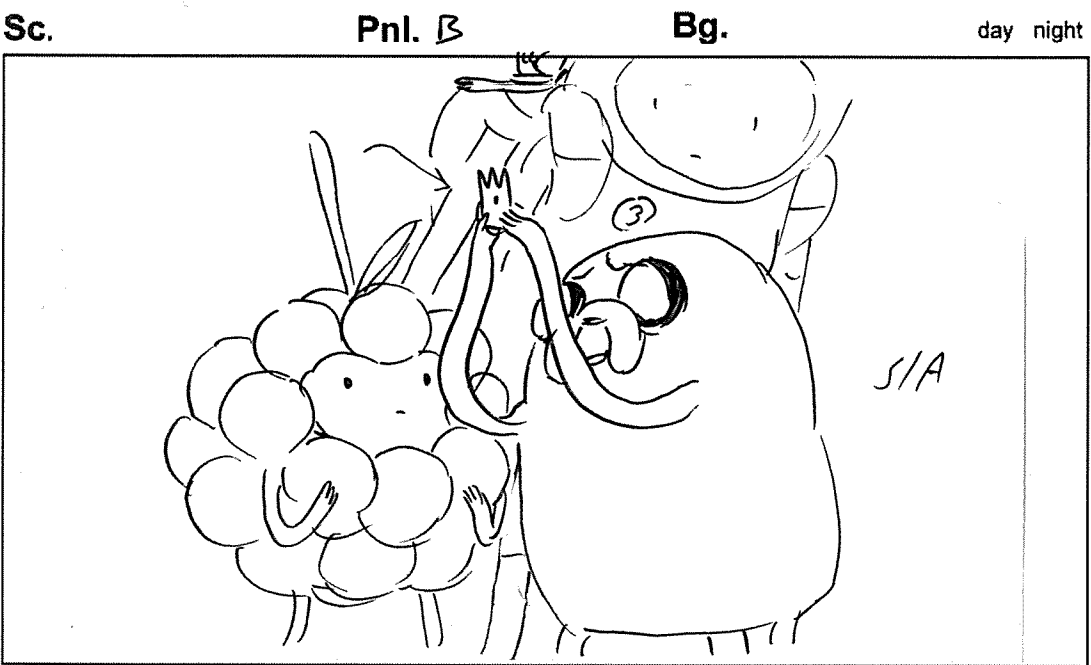
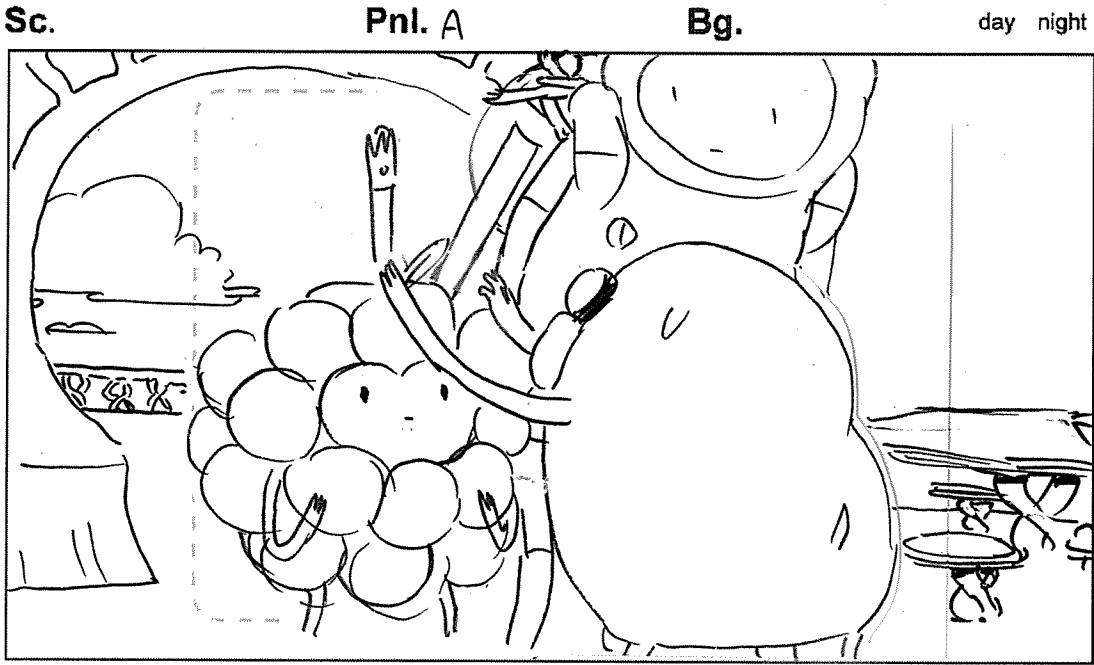
LOOKS AT SACK OF MEAT

Timing:

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ADVENTURE TIME

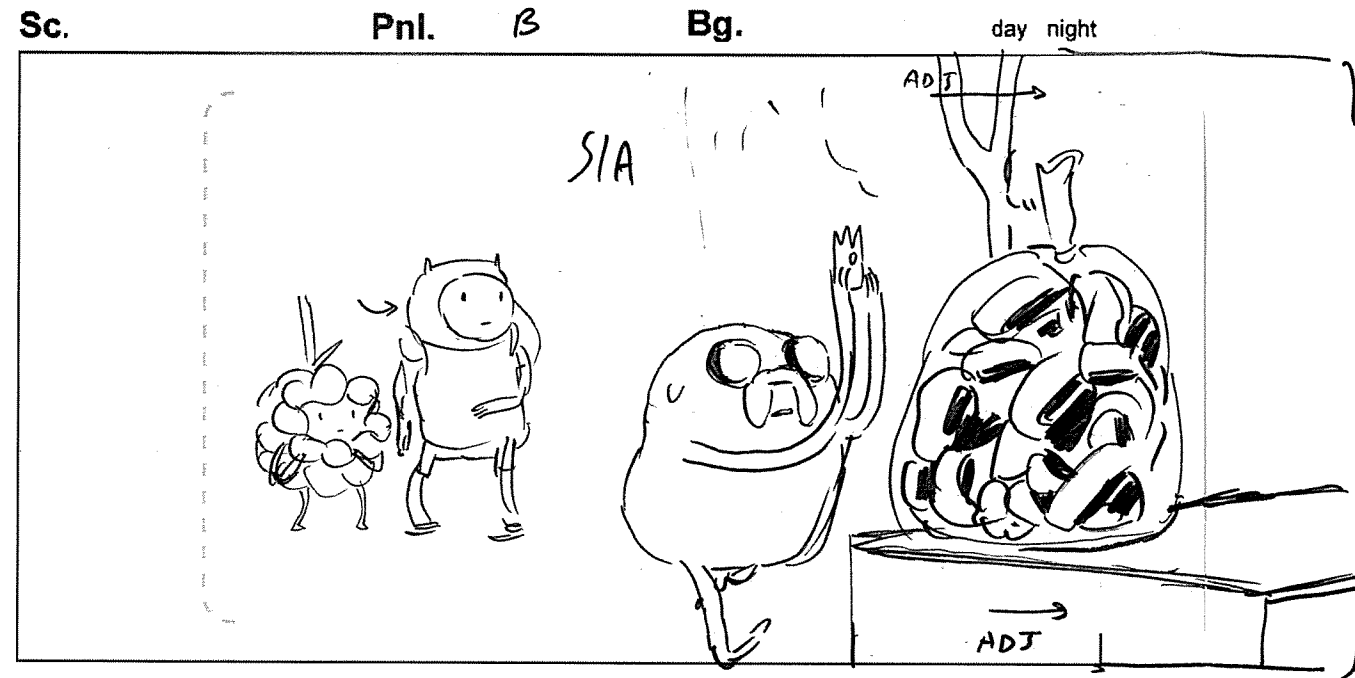
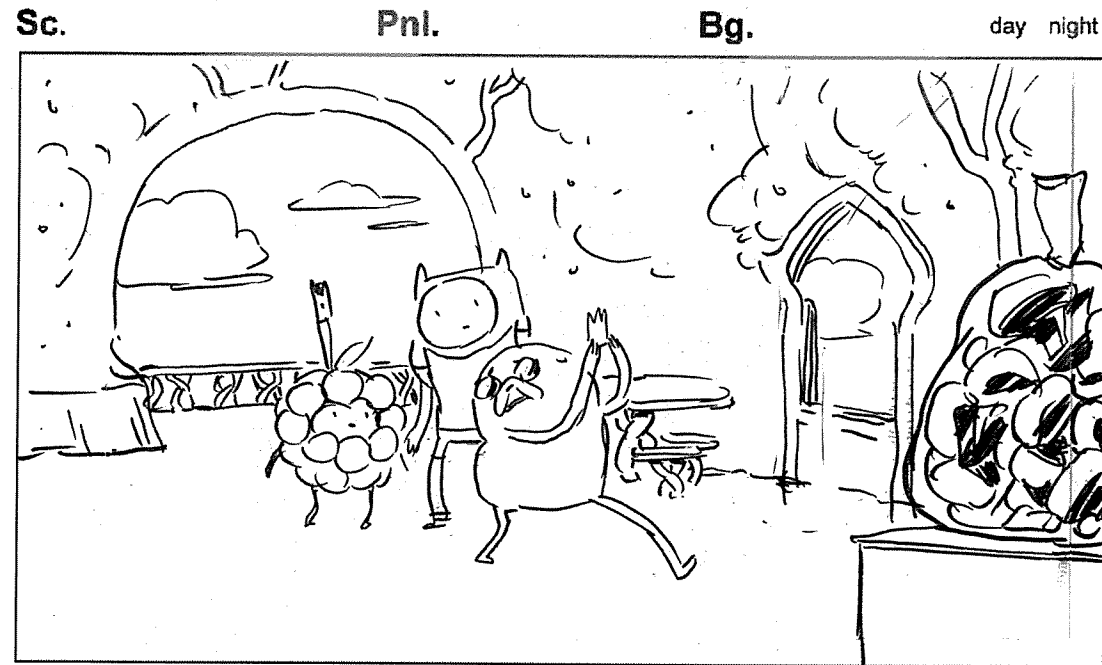


Dialog:	J) YOU SHOULD ... LET ME ...	J) DO SOMETHING ...
Action:	J TAKES WB'S CROWN	
Timing:		

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ADVENTURE TIME



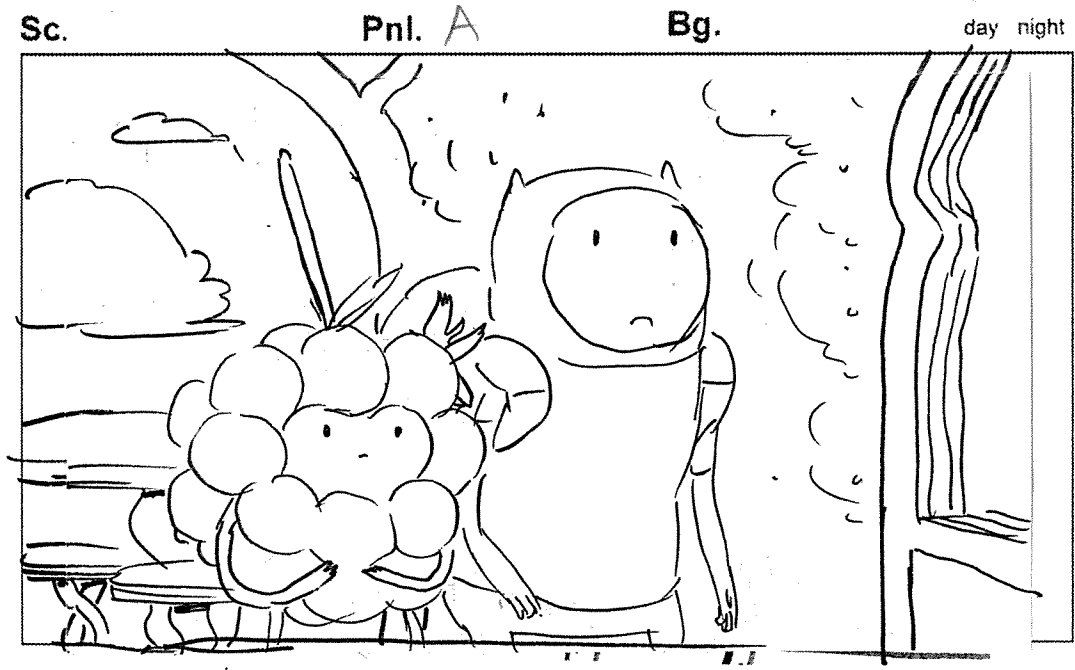
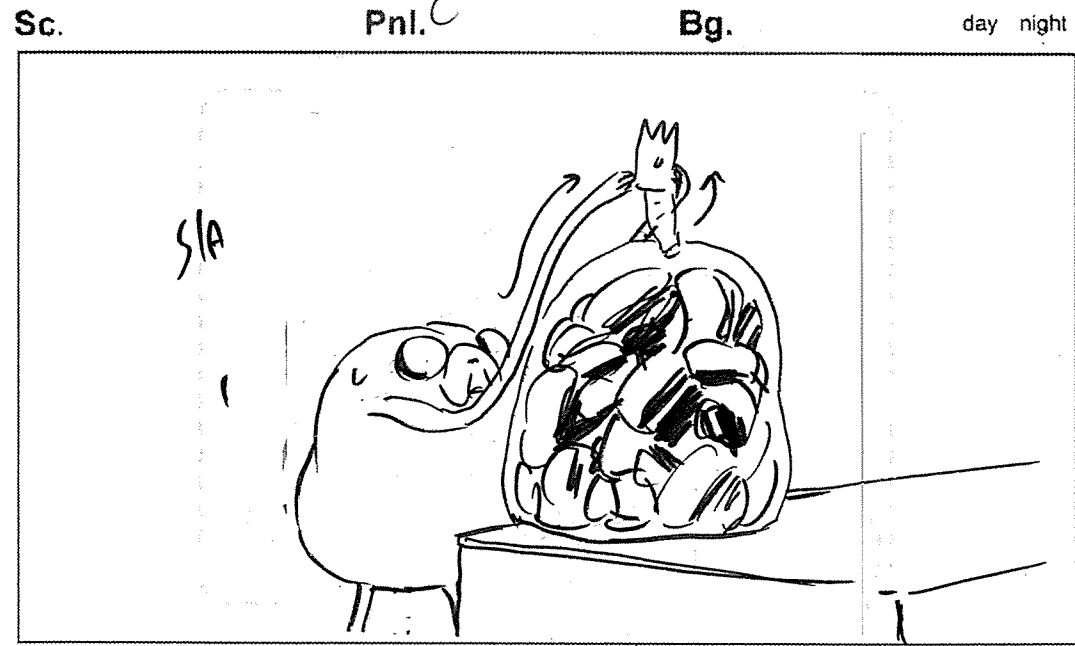
Dialog:	J) AND IT WILL BE ...	J) GOOD ...
Action:	J WALKS W/ CROWN TO SACK OF MINCEMEAT (PAN W/ JAKE)	
Timing:		

Production : 100871

ADVENTURE TIME



Page 64



Dialog:		
Action:	JAKE PLACES CROWN ON BAG OF MEAT	F+WB STARE
Timing:		

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EPISODE # 100871 Production :

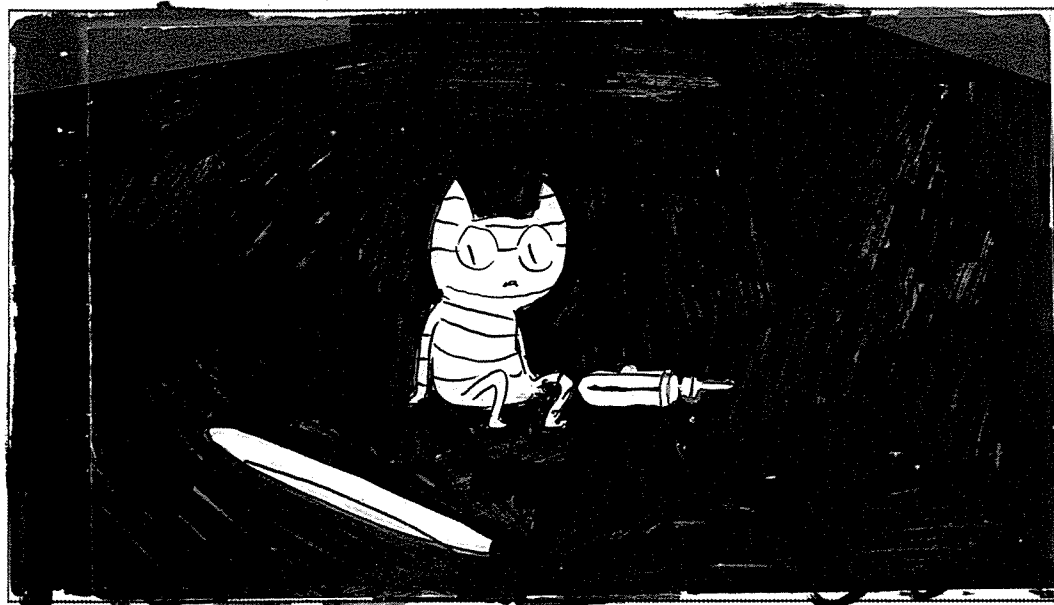
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ADVENTURE TIME



Page 65

Sc. Pnl. A Bg. day night



Dialog:

MM) WHAT'S GOING
ON OUT THERE

Action:

MM INSIDE NOSE

Timing:

Sc. Pnl. A Bg. day night



MM PEERS OUT
NOSTRIL, SEES
RED MEAT & CROWN,
(THINKS ITS WB)

Production

100871

ADVENTURE TIME

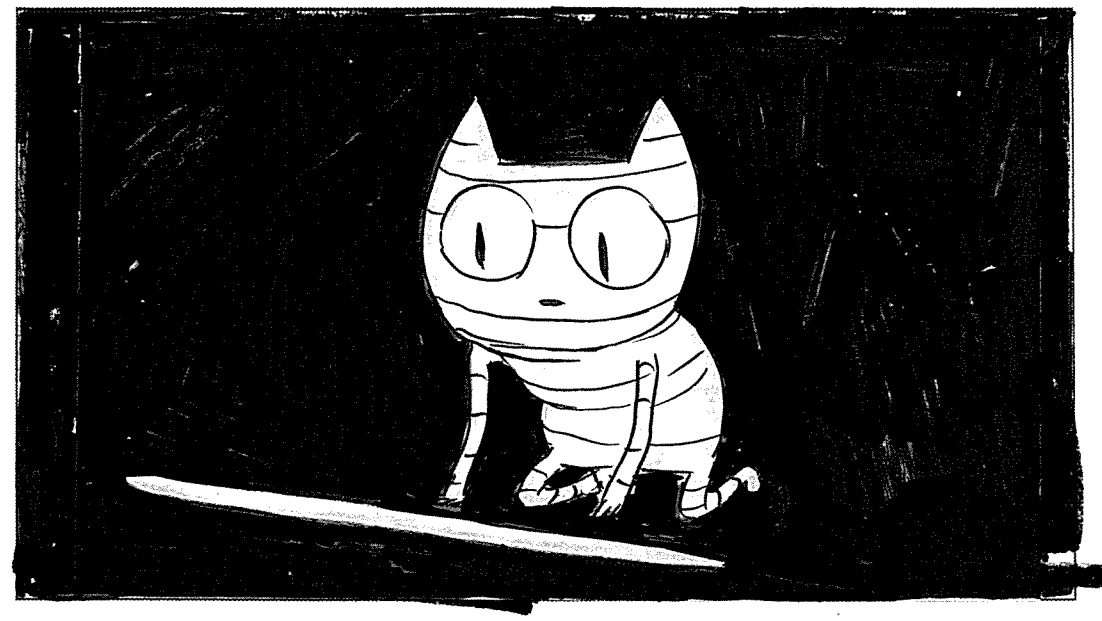


Sc.

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

MM GETS THROWN
FORWARD & BACK
AS JAKE PUNCHES

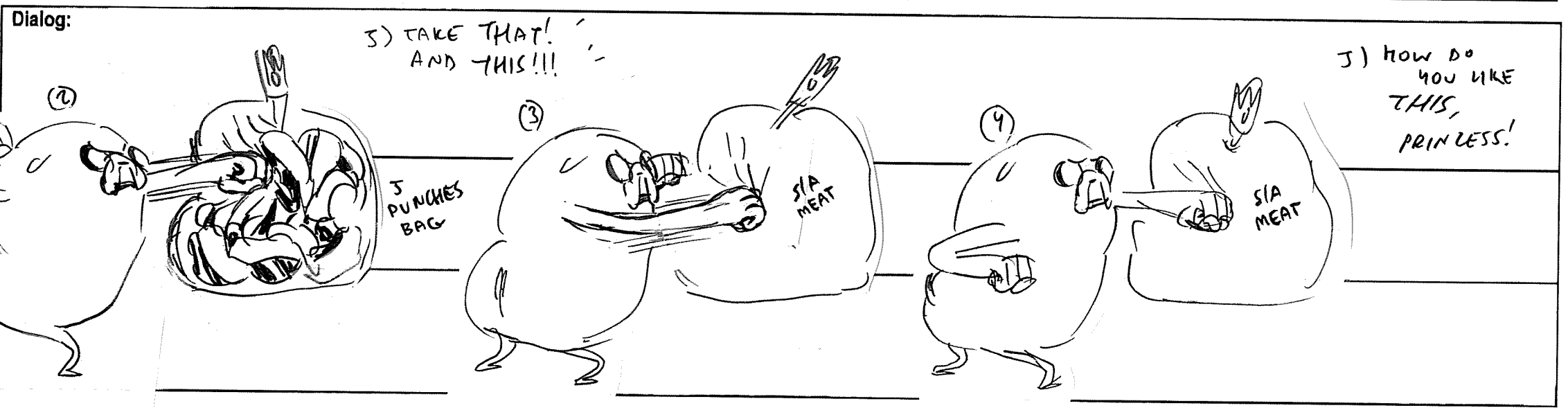
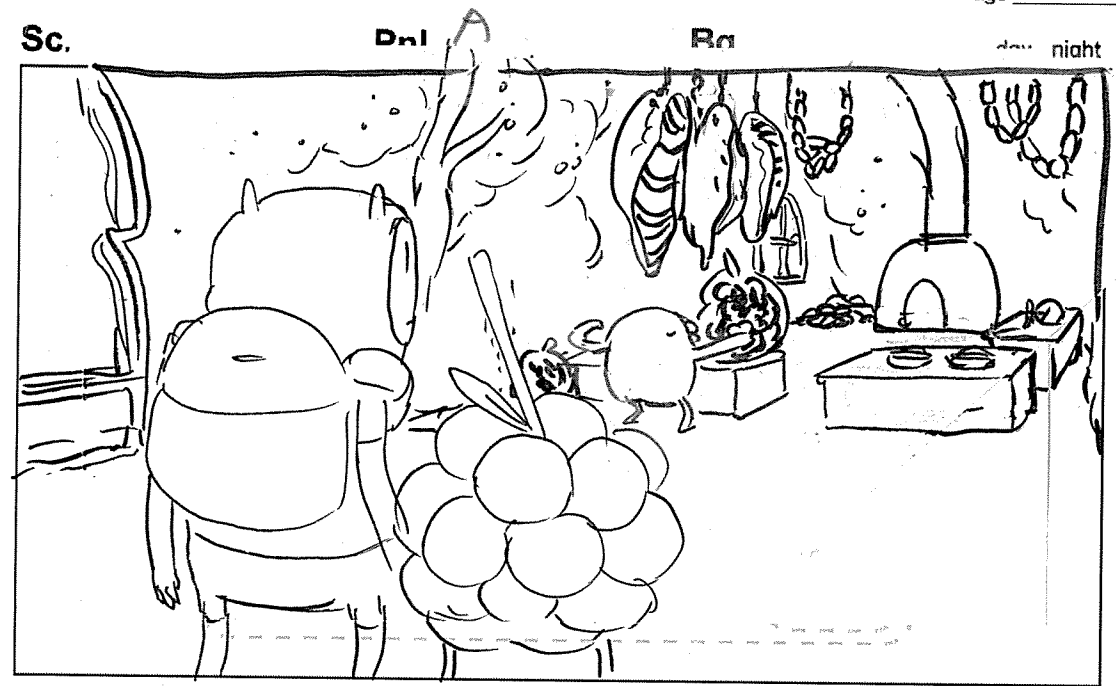
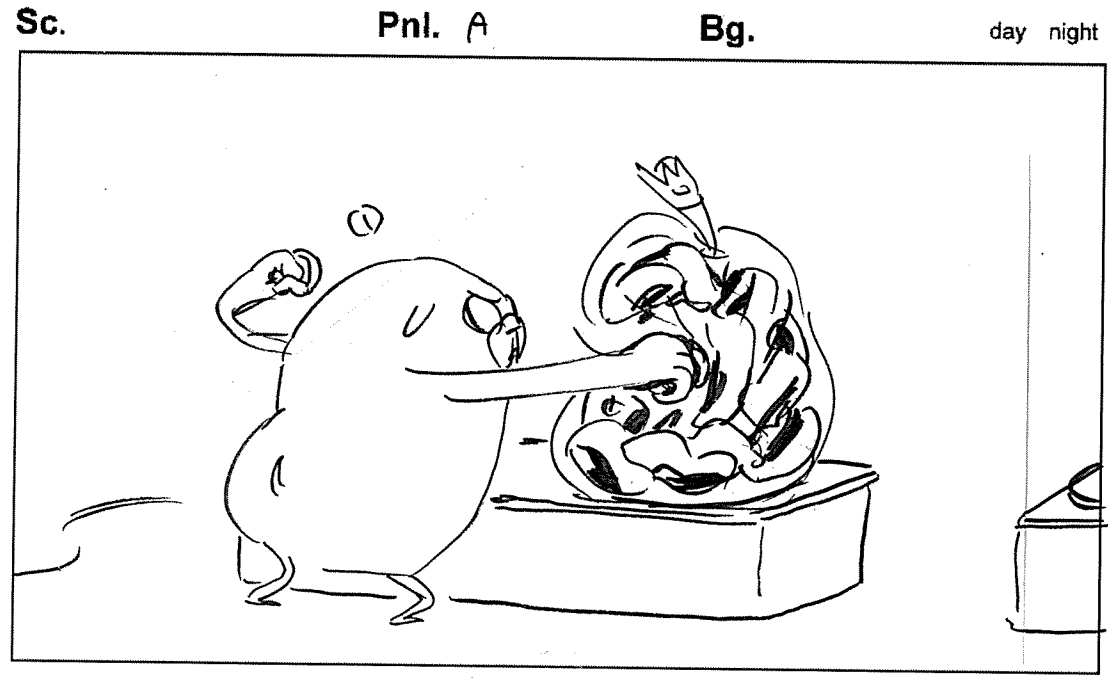


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Proc

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ADVENTURE TIME

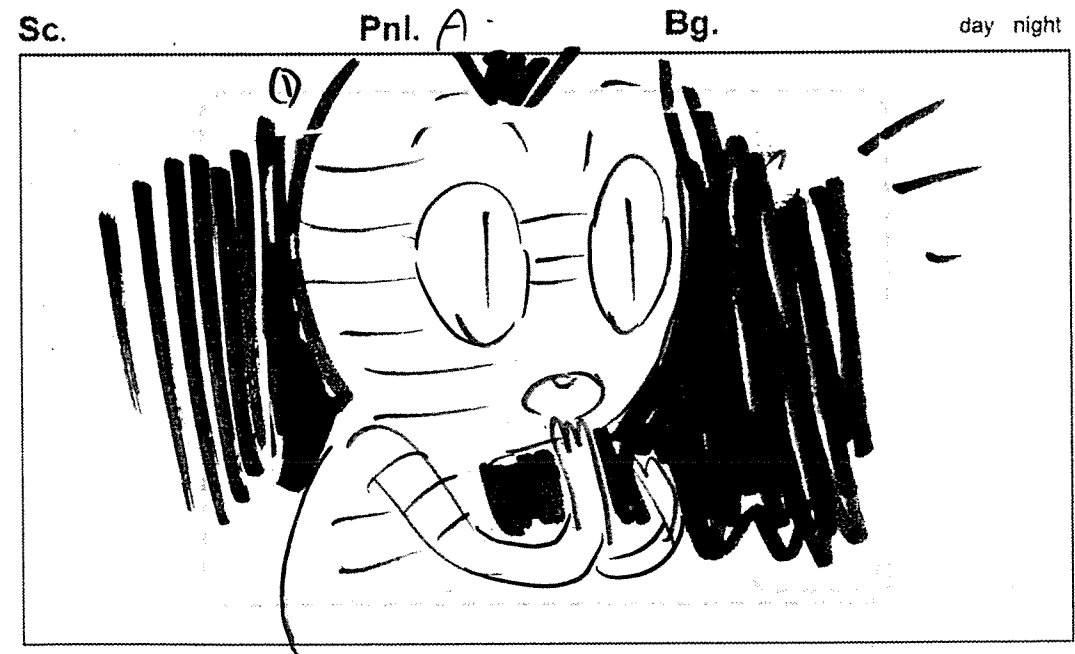
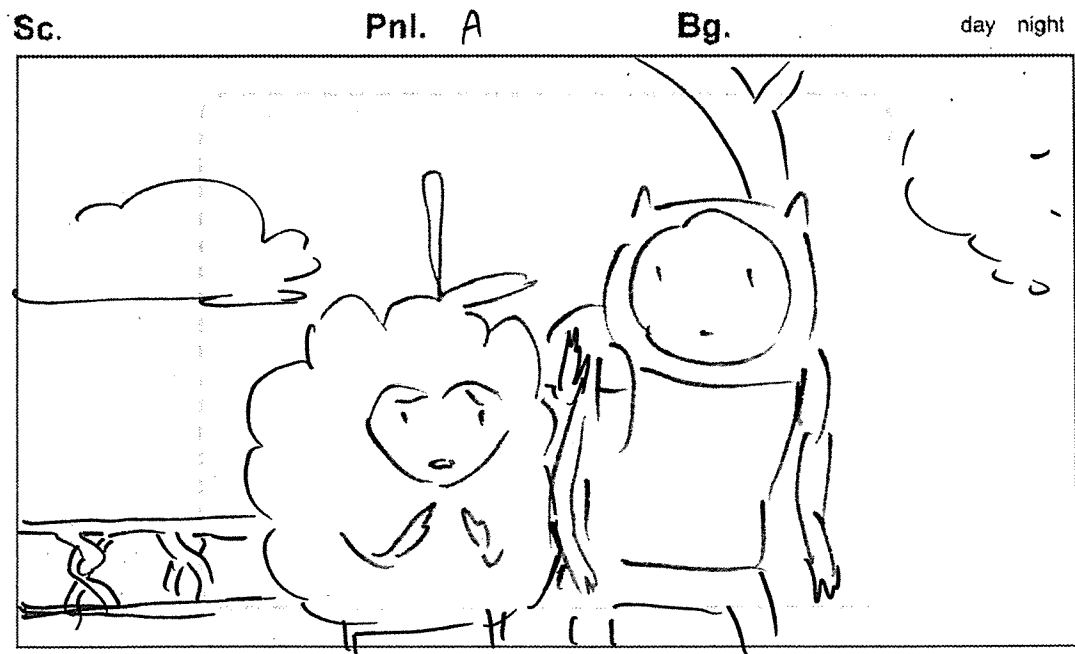


EPISODE #

100871

Production :

ADVENTURE TIME



Dialog:	WB) ... THAT'S...
Action:	
Timing:	

WB(s) ... VERY GOOD? ...

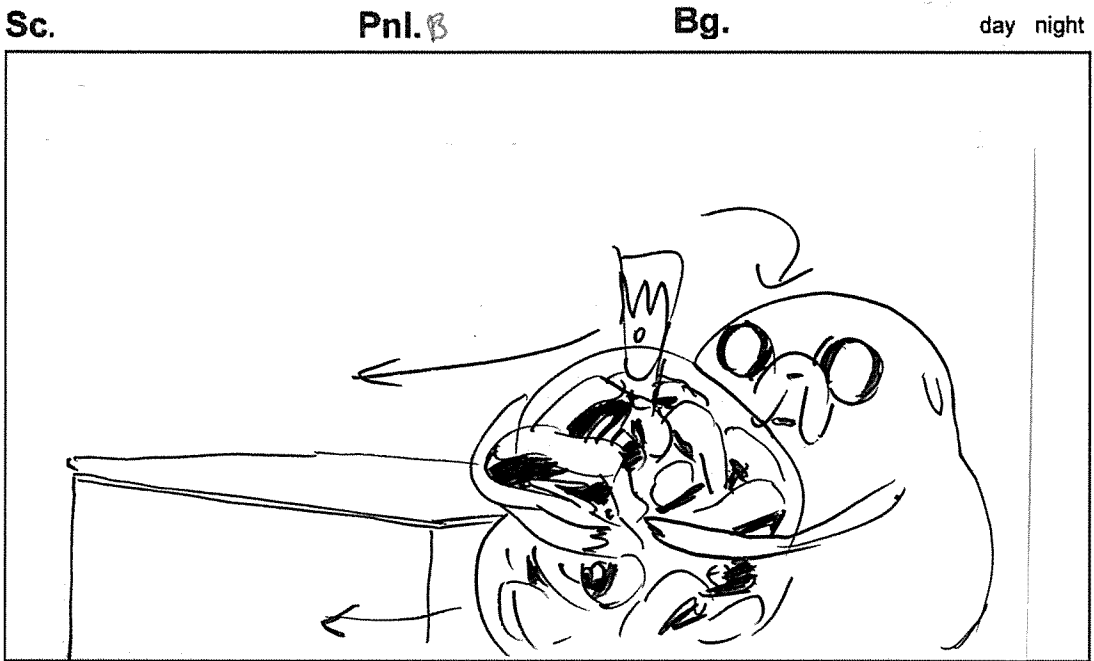
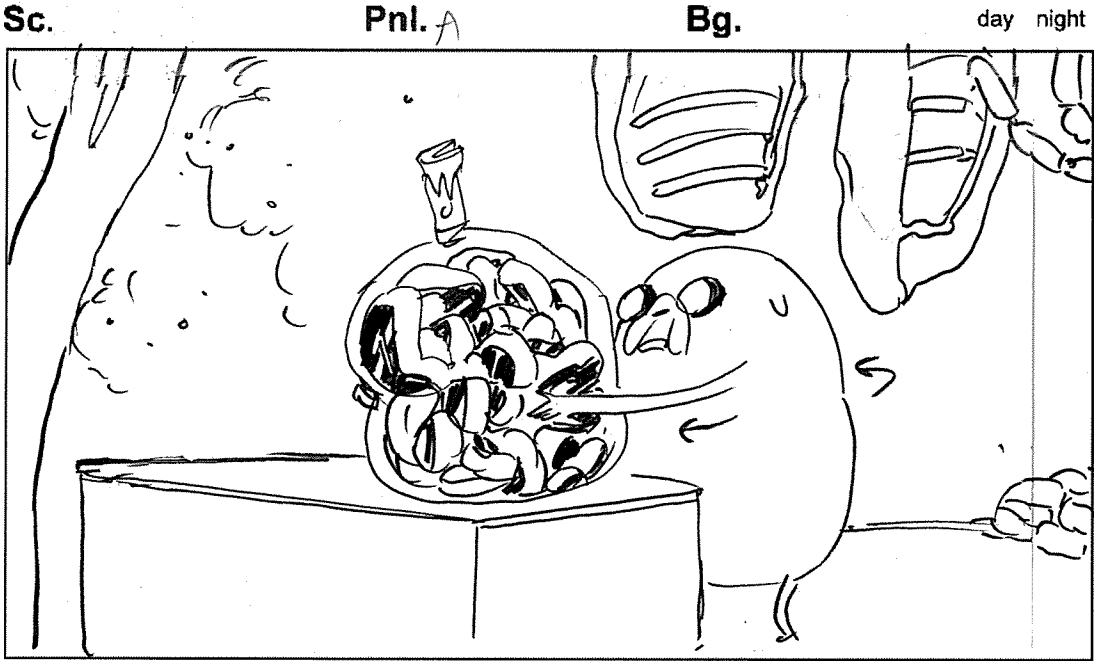
MM SANDAUIZED



100871

EPISODE #

ADVENTURE TIME



Dialog:

S) I'M GONNA
PICK YOU UP
NOW...

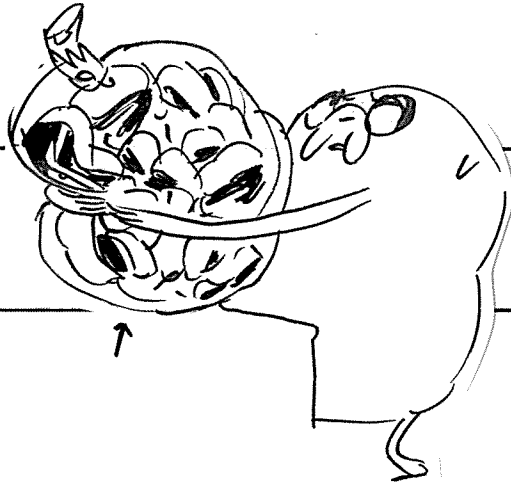
Action:

S LIFTS SACK
FULL OF MEAT

Timing:

S) AND CARRY YOU...
TO THE WINDOW...

S WALKS W/MEAT AROUND TABLE



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ADVENTURE TIME



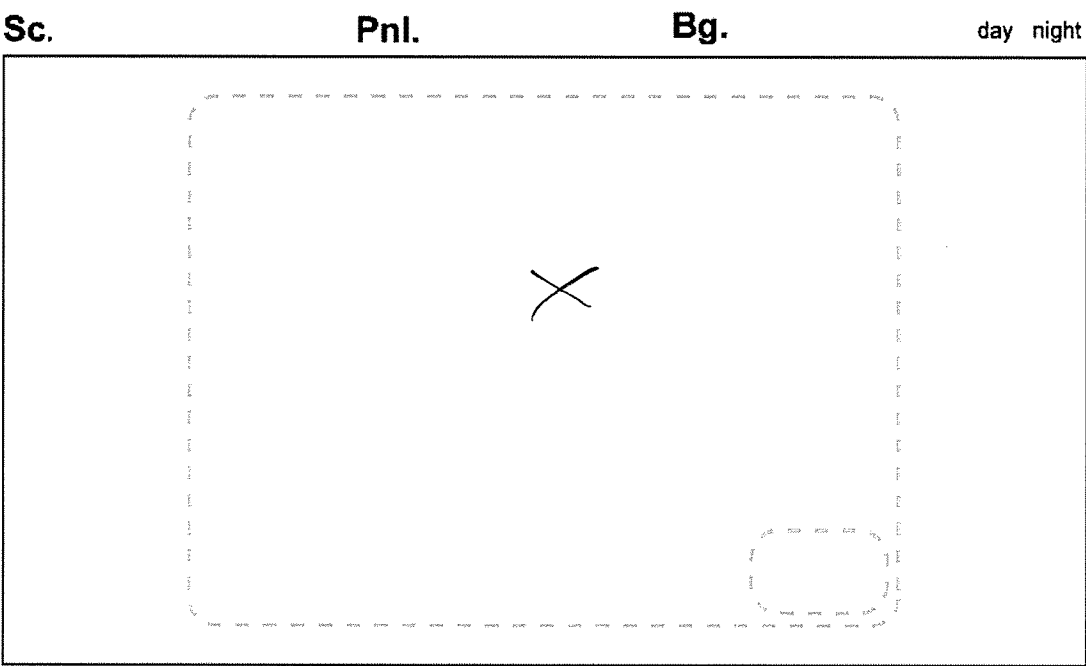
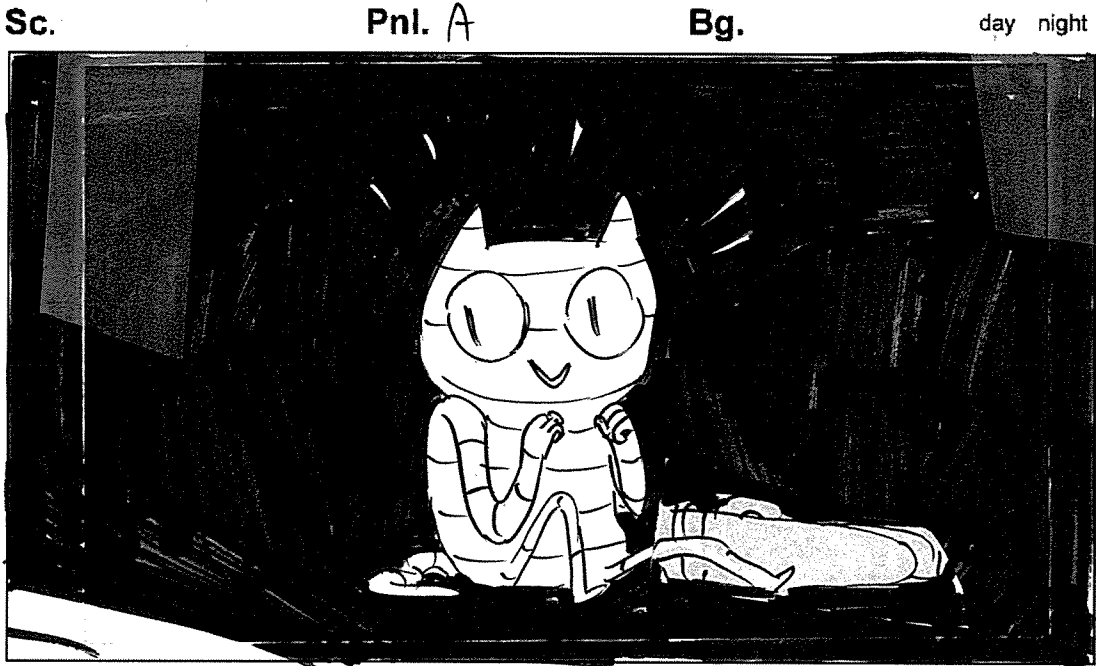
Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night

Dialog:	F) TAKE, WHAT ARE	WB) NO, STOP, PLEASE!
Action:		
Timing:		

100871
EPISODE #
Production :

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ADVENTURE TIME



Dialog:
Action: mm DELIGHTED (shakes arms)
Timing:

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
	A								
Dialog									
Action	<p>F+UB WATCH AS J CARRIES BAG TO THE WINDOW</p>								
Timing									

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Production :

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ADVENTURE TIME

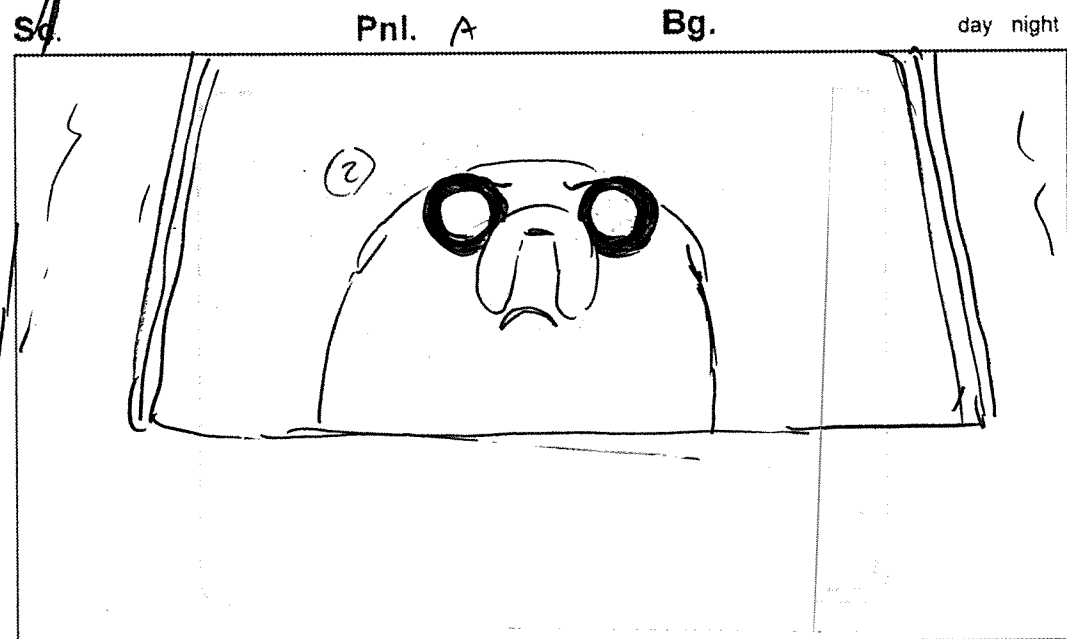
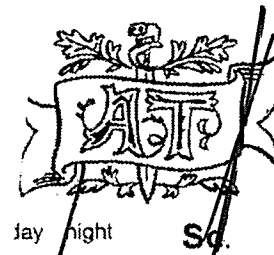
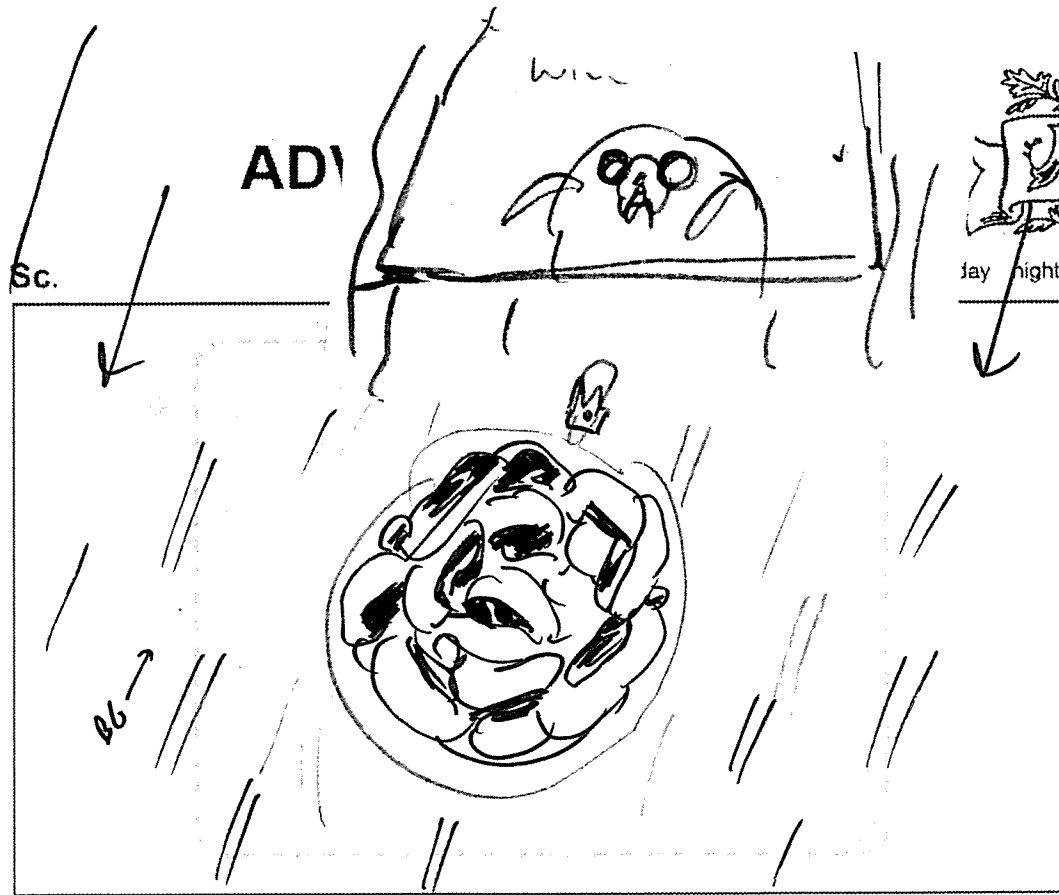


Sc.	Pnl. A	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action: J HOLDS SACK OF MEAT UP, PREPARING TO THROW
Timing:

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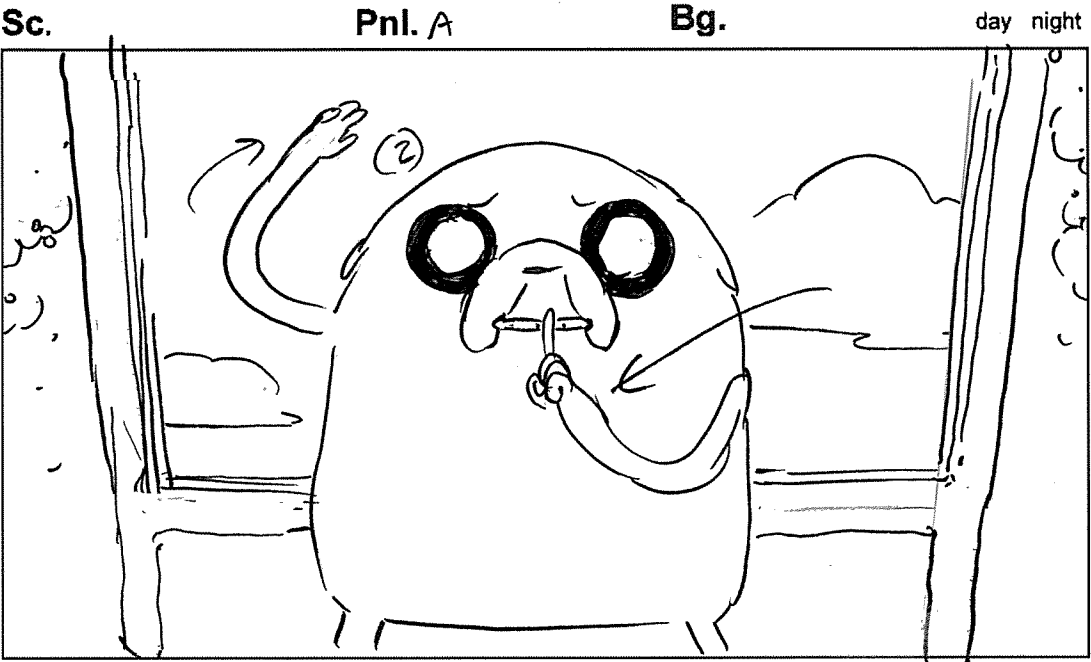
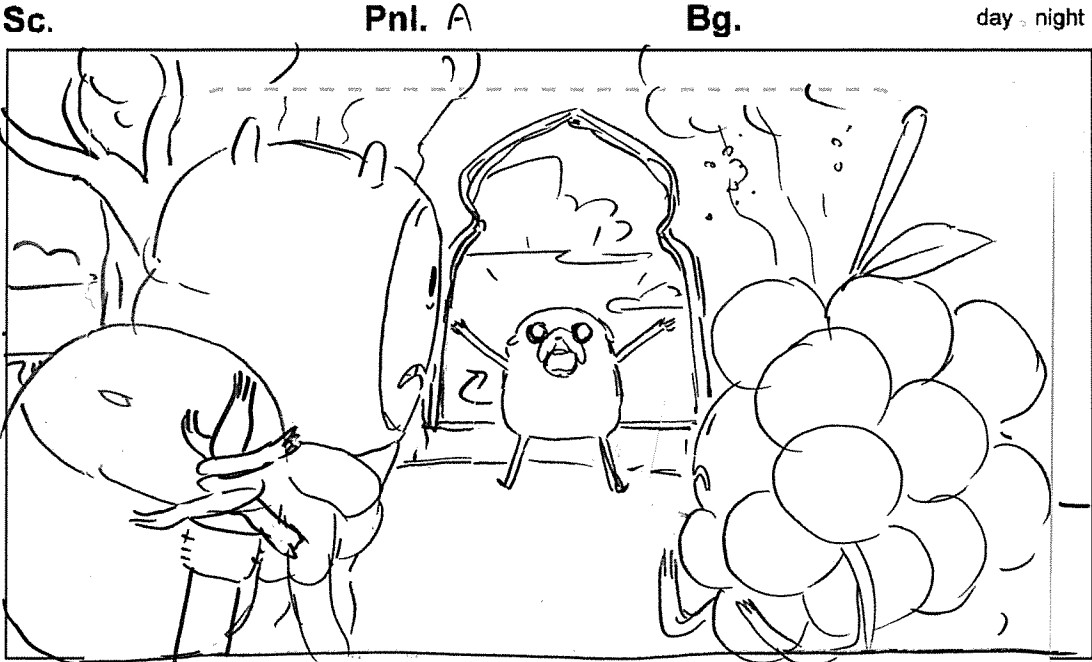
Dialog:	
Action:	<p>SACK OF MEAT FALLS</p> <p>ADT TO FOLLOW MEAT FALLING</p>
Timing:	<p>(05) SMACK</p> <p>SACK OF MEAT HITS GROUND, J FLINCHES + GIVES "SEE YOU IN HELL" LOOK</p>

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ADVENTURE TIME



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EPISODE #

Production :

ADVENTURE TIME



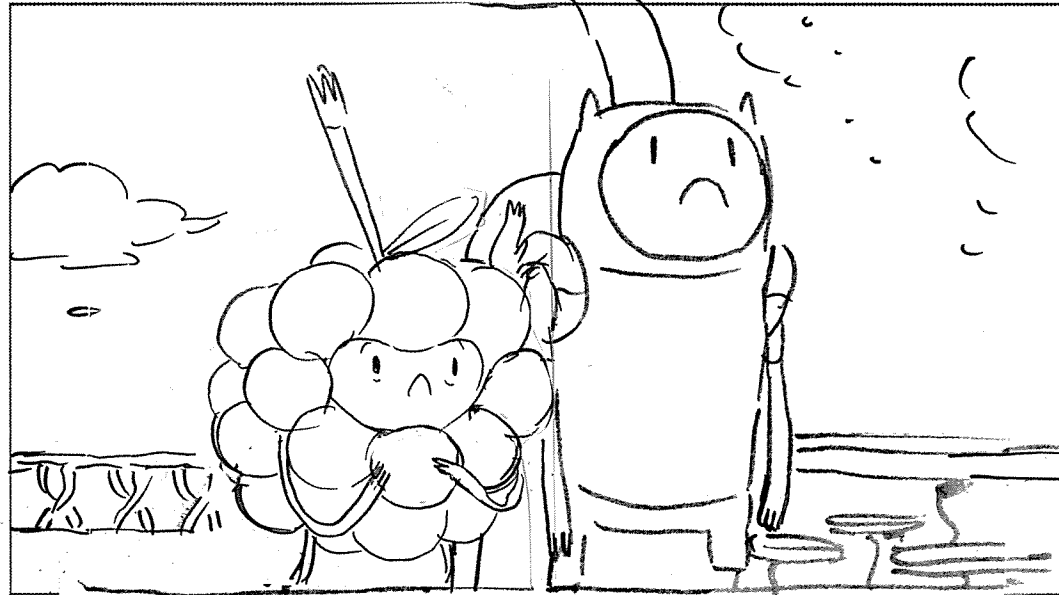
Page 76

Sc.

Pnl. A

Bg.

day night

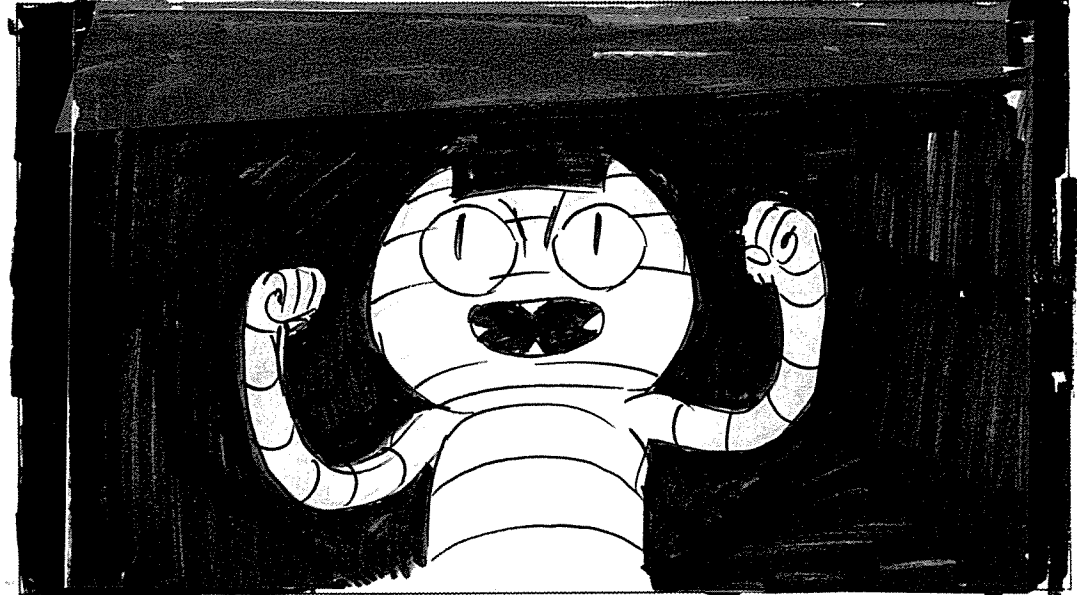


Sc.

Pnl. A

Bg.

day night



Dial

WB + F)

Act

Timing:

mm - You
DID IT!
WELL DONE!!!

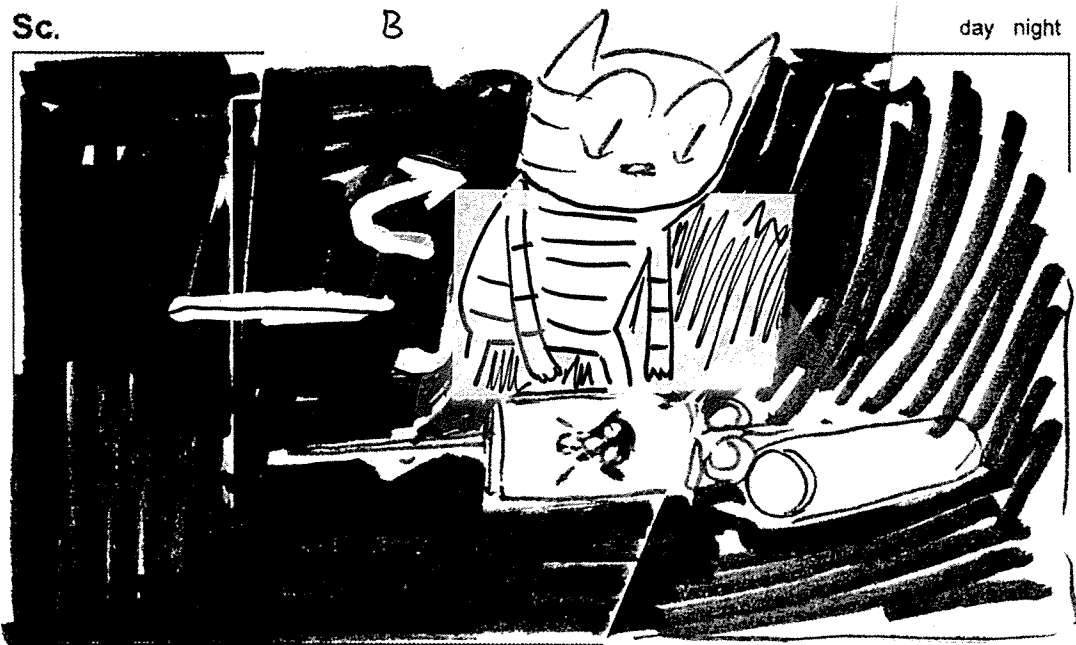
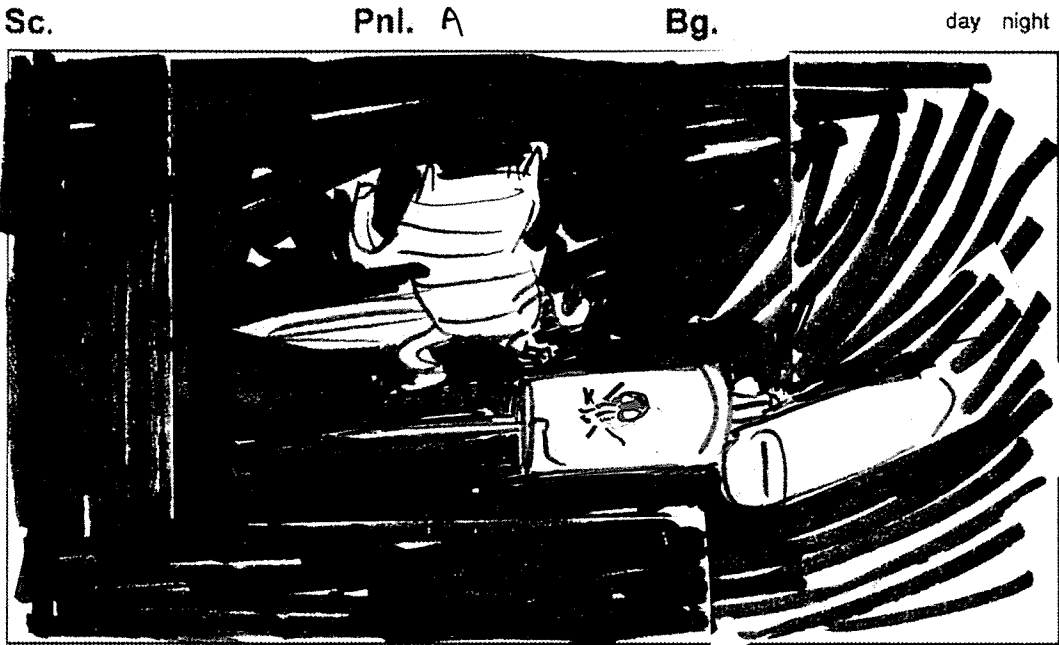
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ADVENTURE TIME



Dialog:	MM / WELL I GUESS I'LL BE ON MY WAY
Action:	MM WALKS OVER TO POISON & GRABS IT.
Timing:	

100871

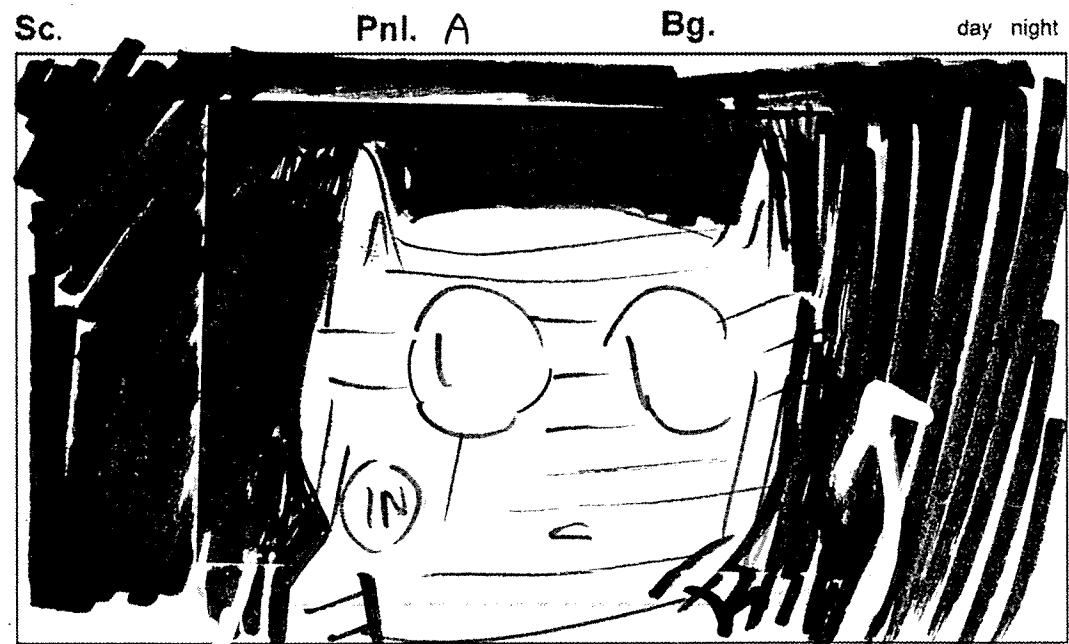
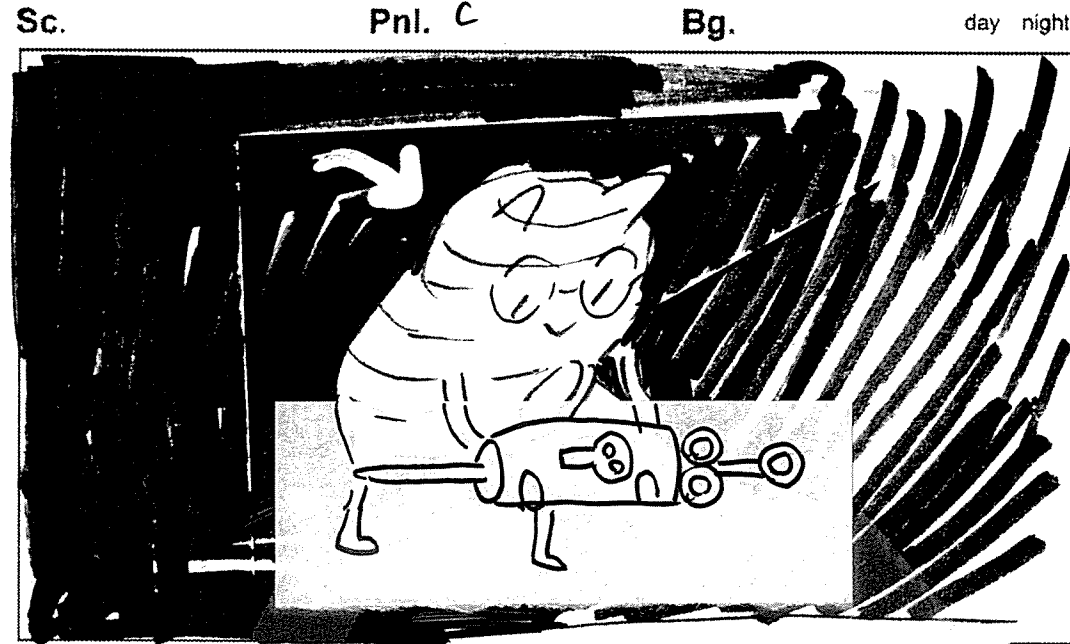
EPIC

Production :

ADVENTURE TIME



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Dialog:	
Action:	MM LIFTS POISON MM JERKS HEAD UP AS SHE HEARS STOMPING SOUNDS
Timing:	SFX OS) STOMP STOMP STOMP STOMP STOMP!

100871

EPISODE #

Production :

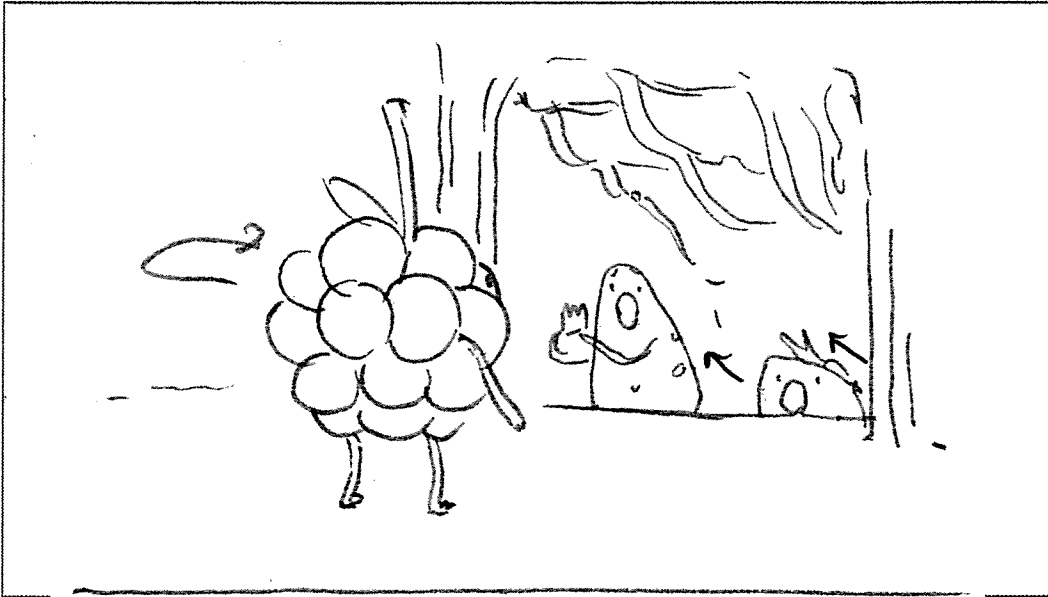
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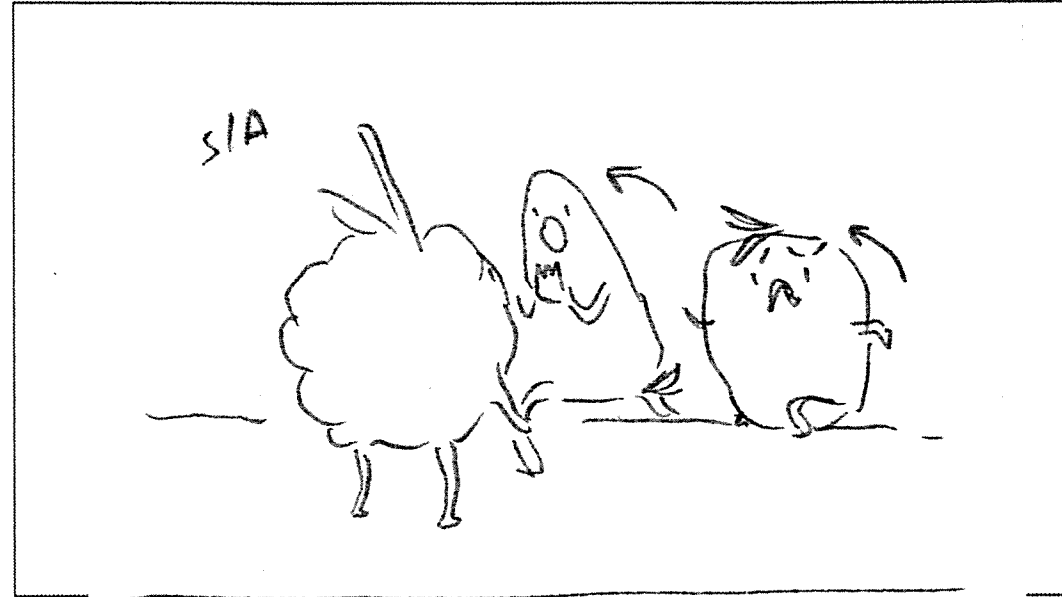
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dial

GUARDS) PRINCESS!!!
PRINCESS!!!

GUARDS) OH
PRINCESS!!!



TWO STRAWBERRY GUARDS RUN FRANTICALLY UP STAIRS (ONE HAS WB'S CROWN)

100871

EPISODE #

Production :

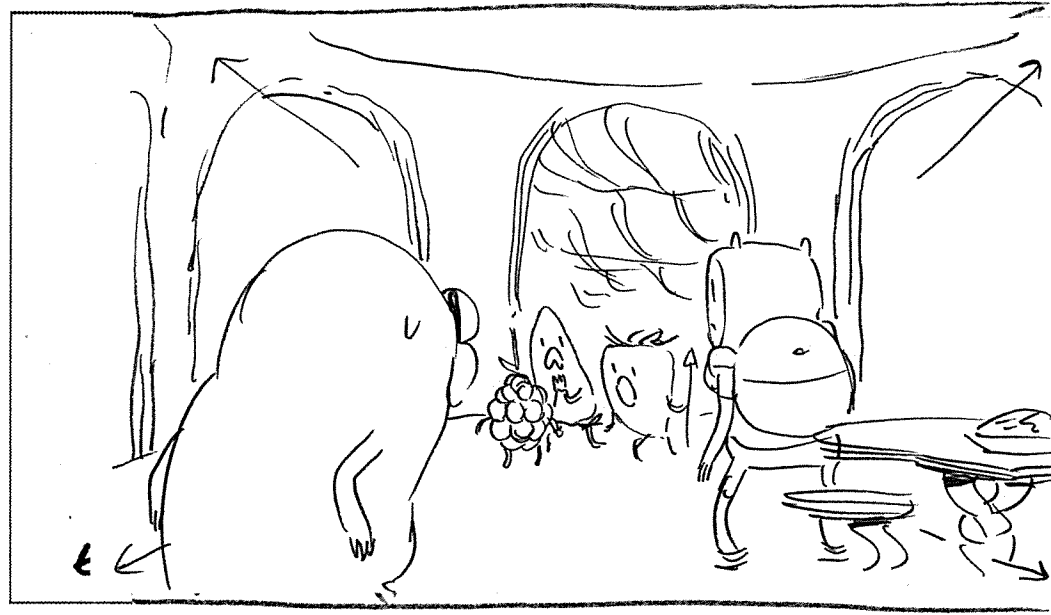
ADVENTURE TIME



Page 80

Sc.

C



Dialog:

GUARD: YOU'RE ALIVE!!!!

Action:

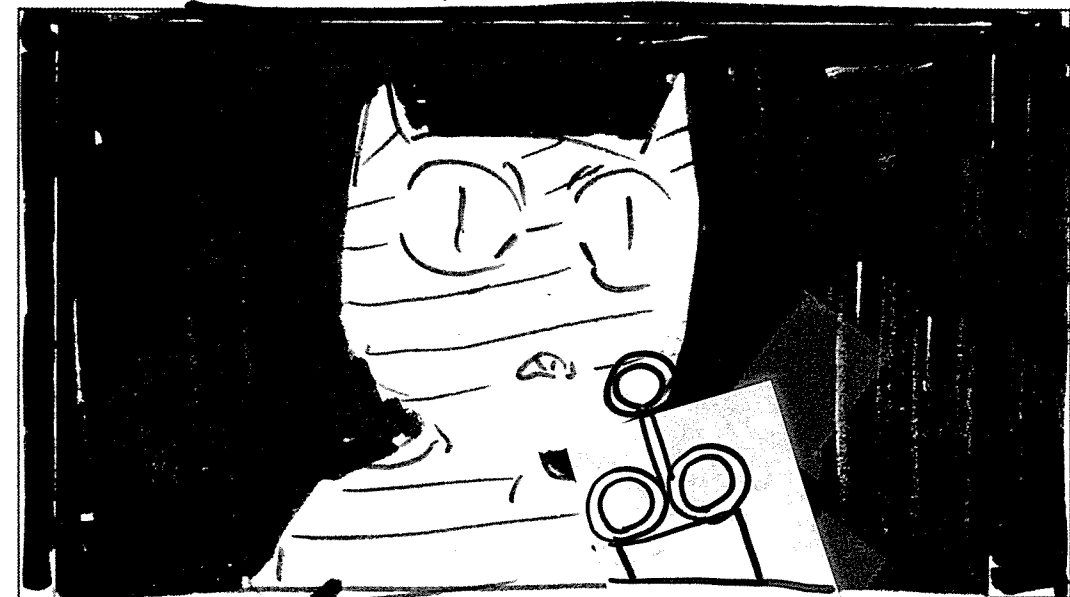
Timing:

Sc.

Pnl. A

Bg.

day night



GUARD (OS) WE SAW
YOUR CROWN
NEXT TO A PILE
OF ~~MEAT~~
DIRTY MEAT!
THEN we slipped on the meat
and I thought I tasted
your juice but it was
just the blood from the meat.

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ADVENTURE TIME



page 81

Sc.

Pnl. B

Bg.

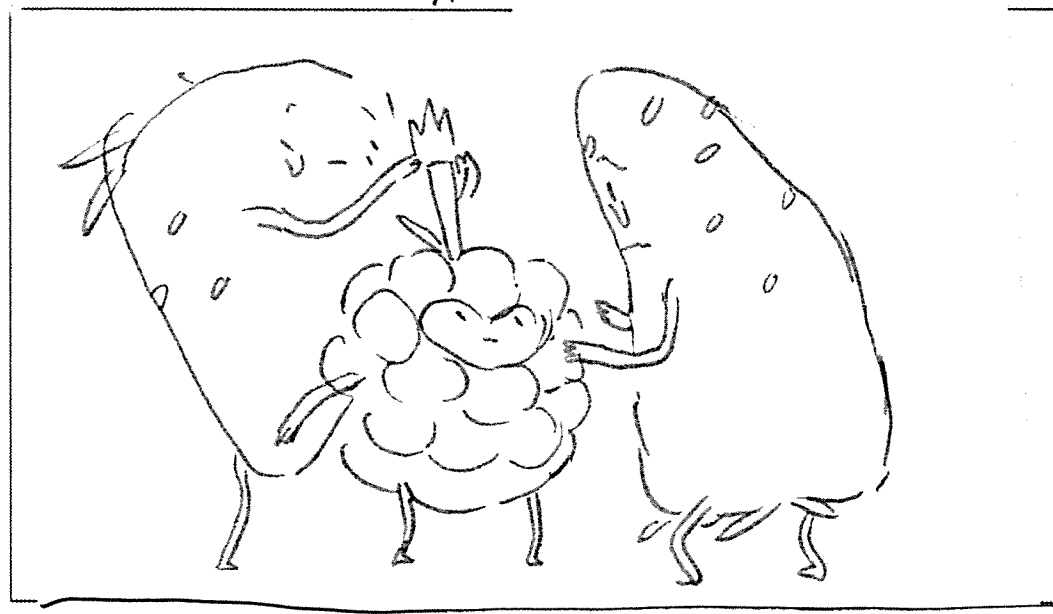
day night



Sc.

Pnl. A

night



Dialog:

GUARDS) WE WERE SO
WORRIED BUT
WE'RE SO
GLAD IT WASN'T
ACTUALLY
YOU!

Action:

MM
FURIOUS

Timing:

ONE GUARD PLACES
CROWN BACK ON WB

100871

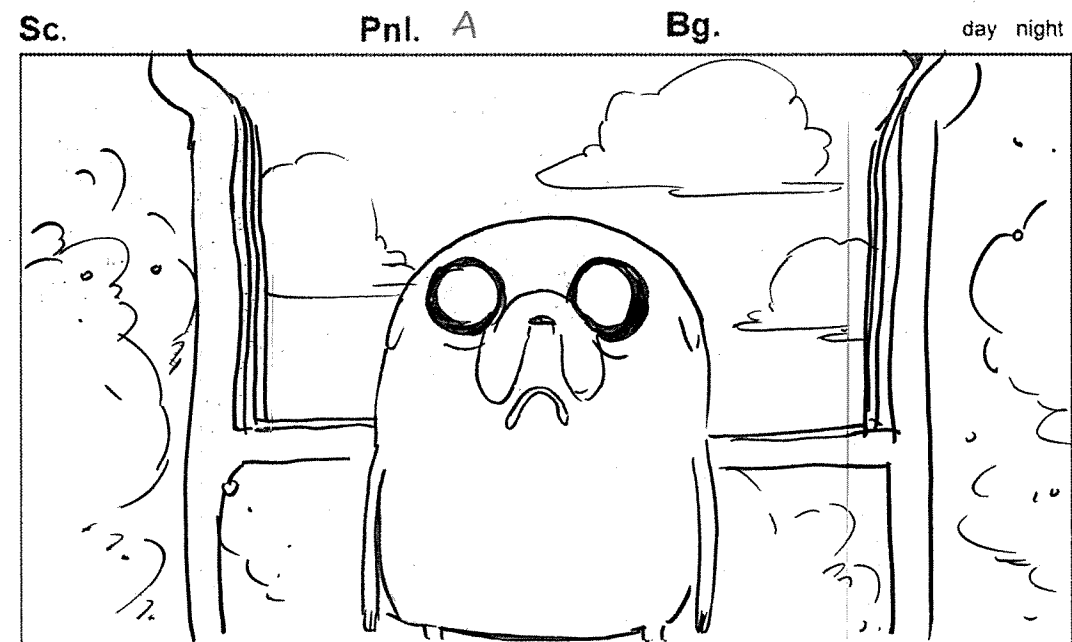
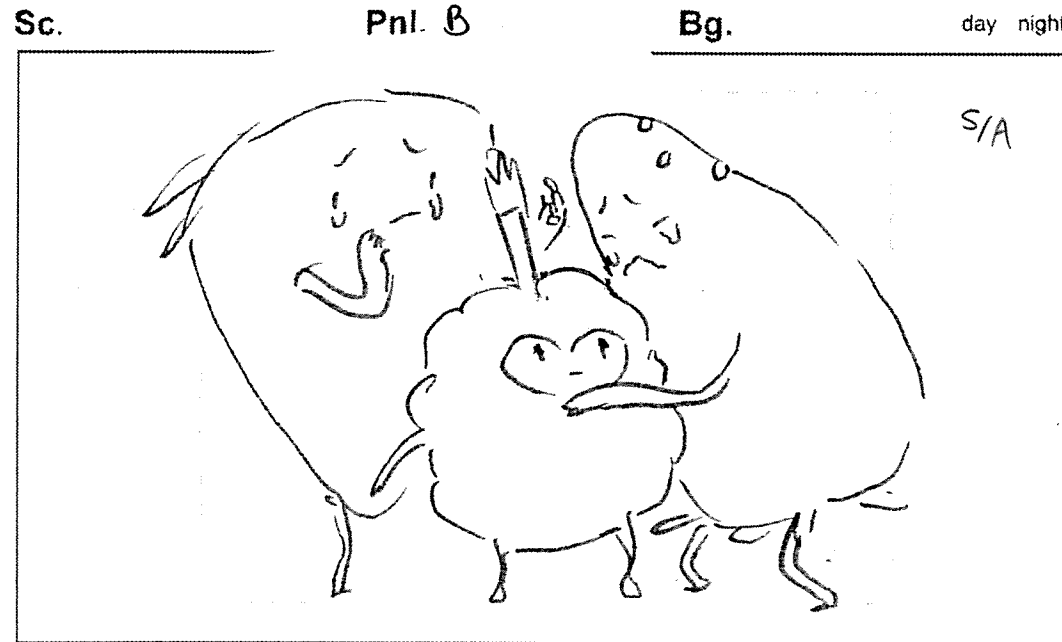
EPISODE #

Production :

ADVENTURE TIME



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Dialog:		
Action:	J) MM(OS) RRRRRRRRRGH!!!	
Timing:	J SCARED, MM FURIOUS	

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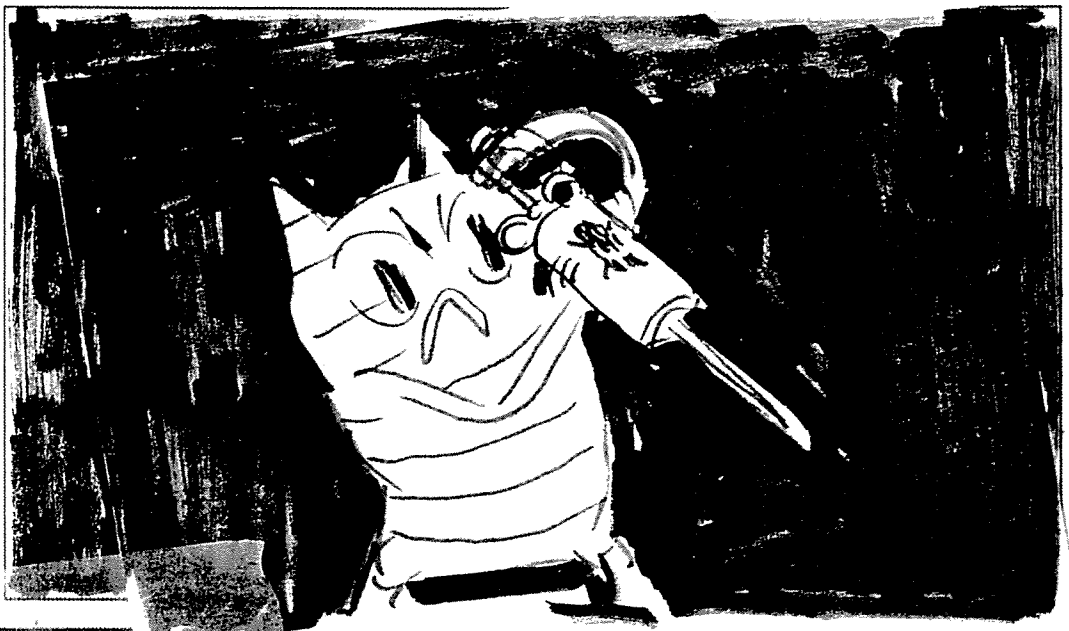


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Sc. Pnl. A Bg. day night



Sc. Pnl. B R~ y night



Dialog:

Action:

Timing:

INTERIOR
OF JAKE'S NOSE,
MM FURIOUS, LIFTS POISON

100871

EPISODE #

Production :

ADVENTURE TIME



Page 84

for transcription

Sc.

(IN)

Pnl. A

Bg.

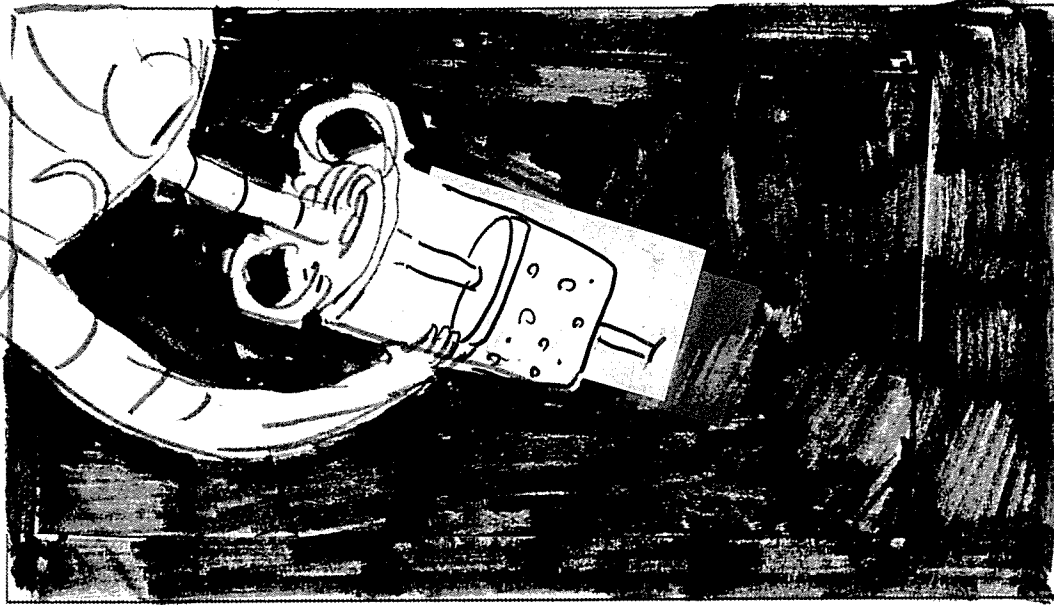
day night

Sc.

Pnl. A

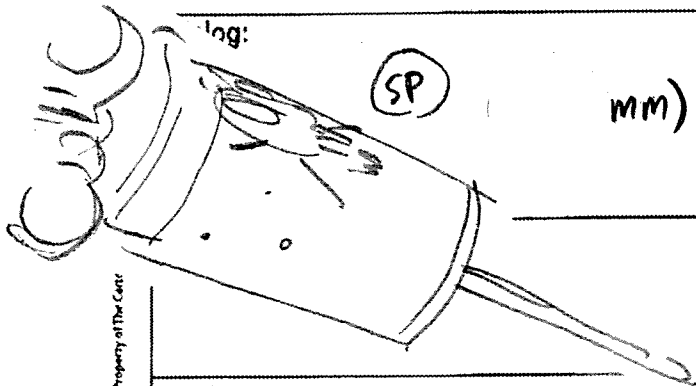
Bg.

day night



100871

EPISODE #



mm) you LIAR!!!

MM
- INTELS -

Timing:



J) NNNNGH!!

Production

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	F) JAKE?
Action:	J DOUBLED OVER IN PAIN
Timing:	

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EPISODE #
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ADVENTURE TIME



Sc. Pnl. Bg. day night

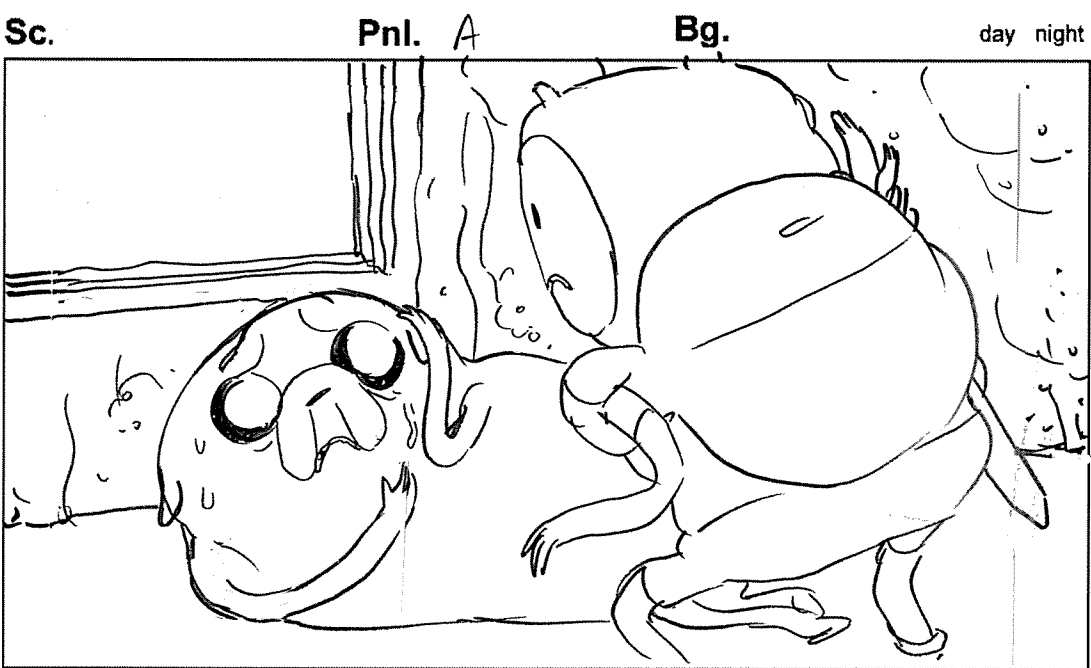
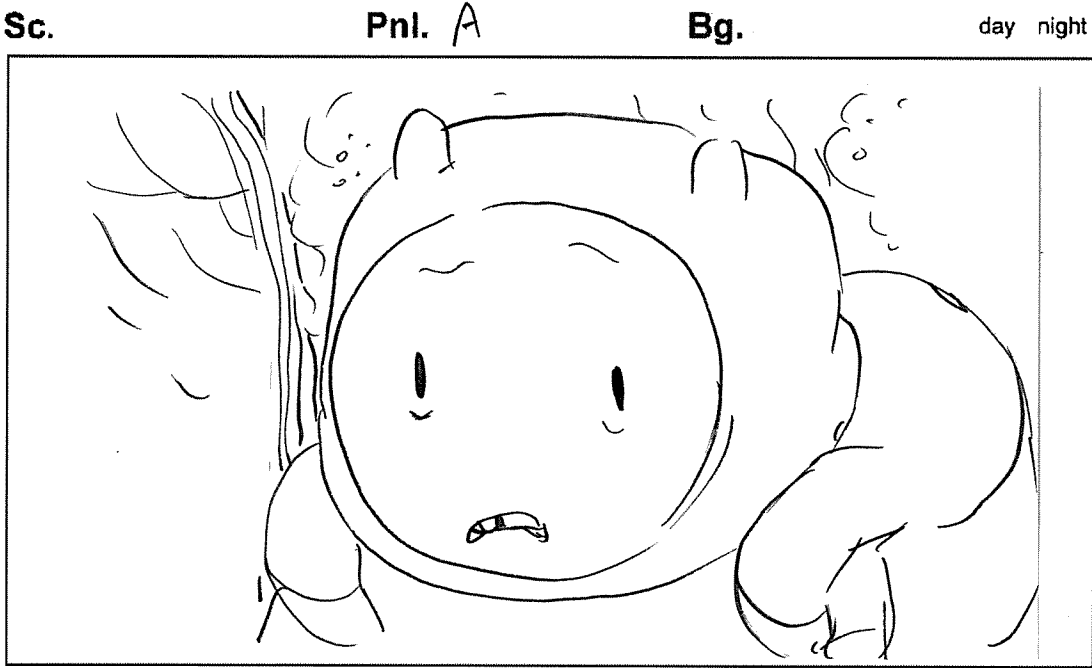
Sc. Pnl. Bg. day night

Dialog:	mm / OK JAKE , I'VE INJECTED YOU , WITH HALF THE POISON AND YOU'LL BE DEAD IN 30 MINUTES	mm / UNLESS YOU KILL THE PRINCESS WHICH IS WHEN I'LL GIVE YOU THE <u>ANTIDOTE</u> !
Action:	(holds up antidote with tail)	
Timing:		

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ADVENTURE TIME



Dialog:

F) DUDE, ARE YOU OK?

J) NO ... ^{2 3 4 5} HRNGHH! BUT...
AT LEAST IM DOING BETTER THAN
THOSE GUYS...

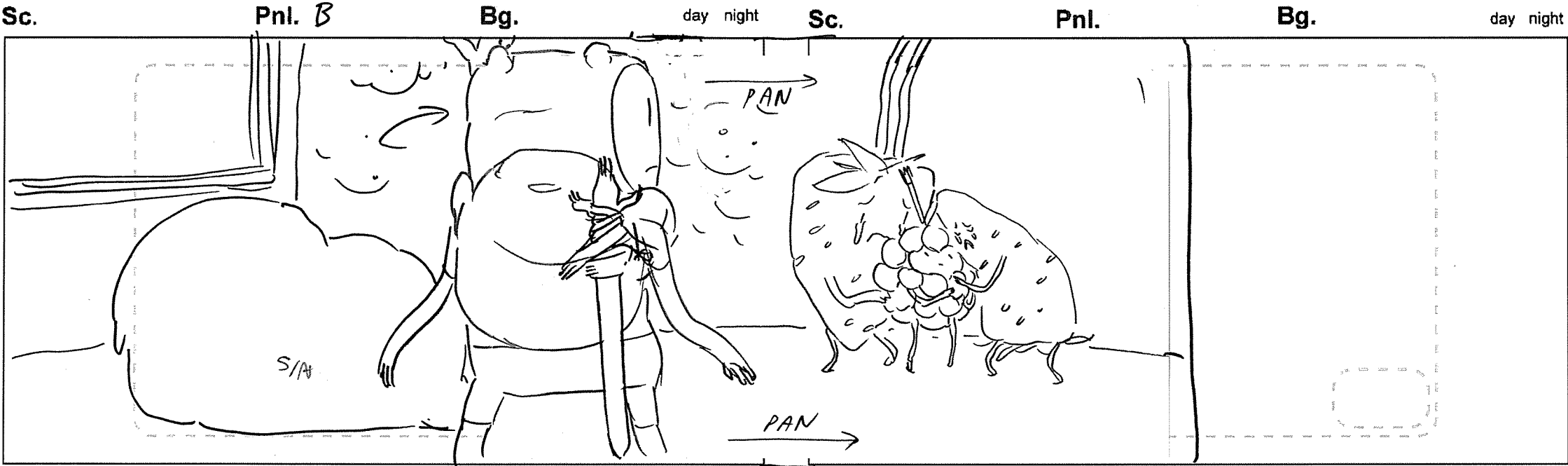
Action:

Timing:

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ADVENTURE TIME



Dialog:	<p>(START)</p> <p>GUARDS) OH PRINCESS WE WERE SO WORRIED OH... OH...</p> <p>(STOP)</p>
Action:	<p>PAN OVER TO GRYPING BERRIES</p>
Timing:	

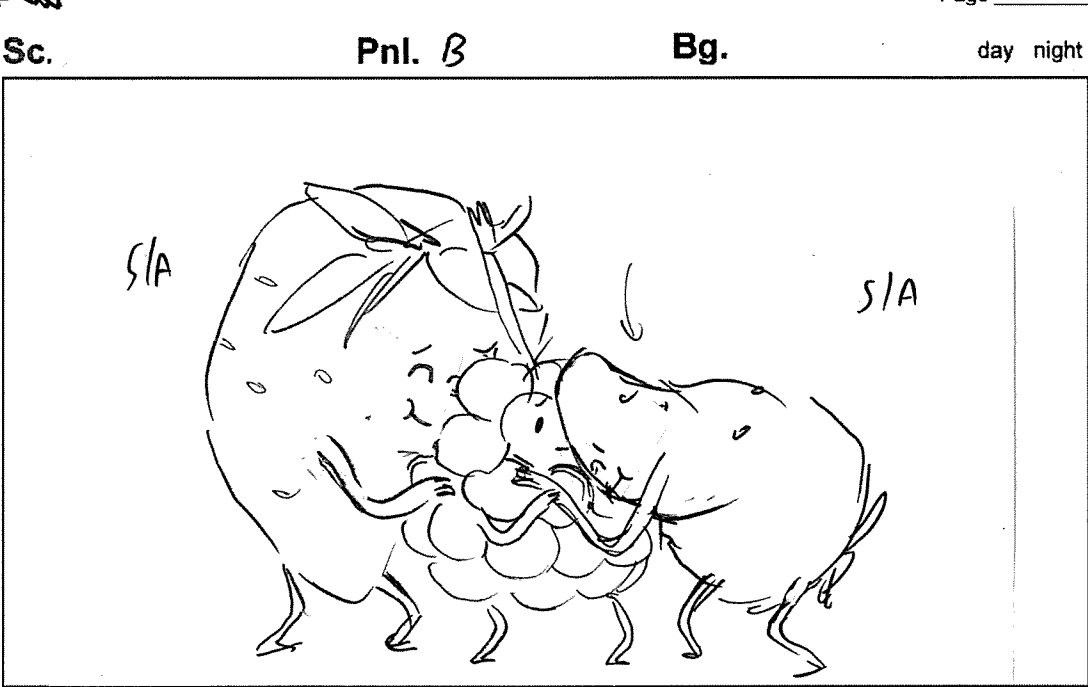
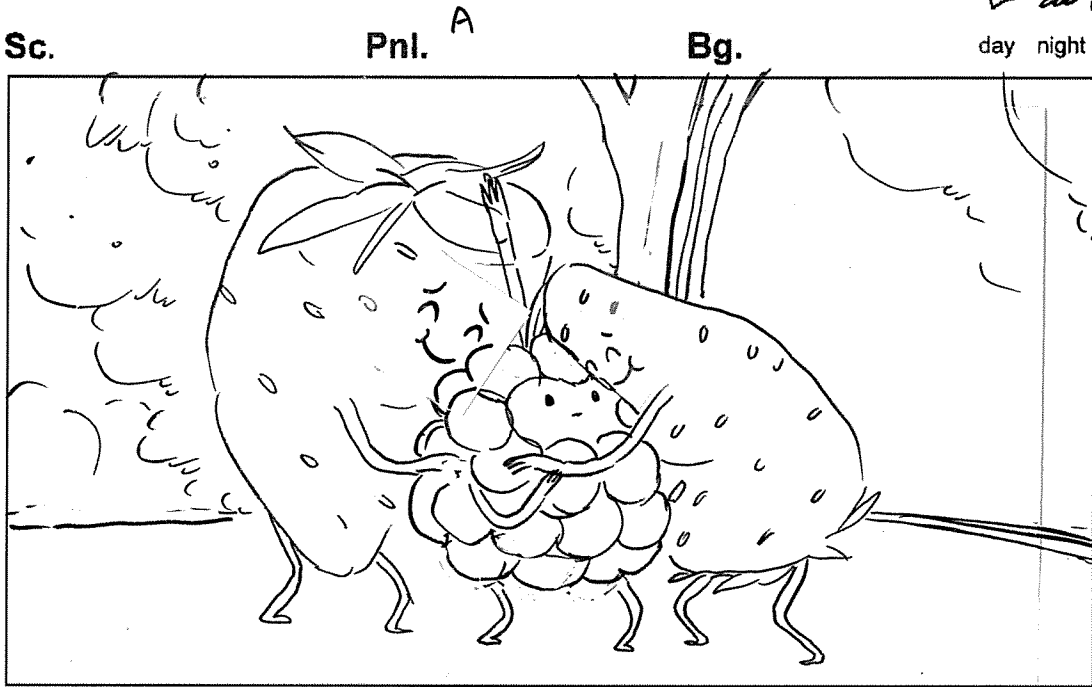
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ADVENTURE TIME



Dialog:	GUARDS) MMM , MMM	GUARDS/ MMMM mmm
Action:	GUARDS RUBBING THEIR FACES ON WB PRINCESS	ONE GUARD DROPS to HIS KNEES
Timing:		

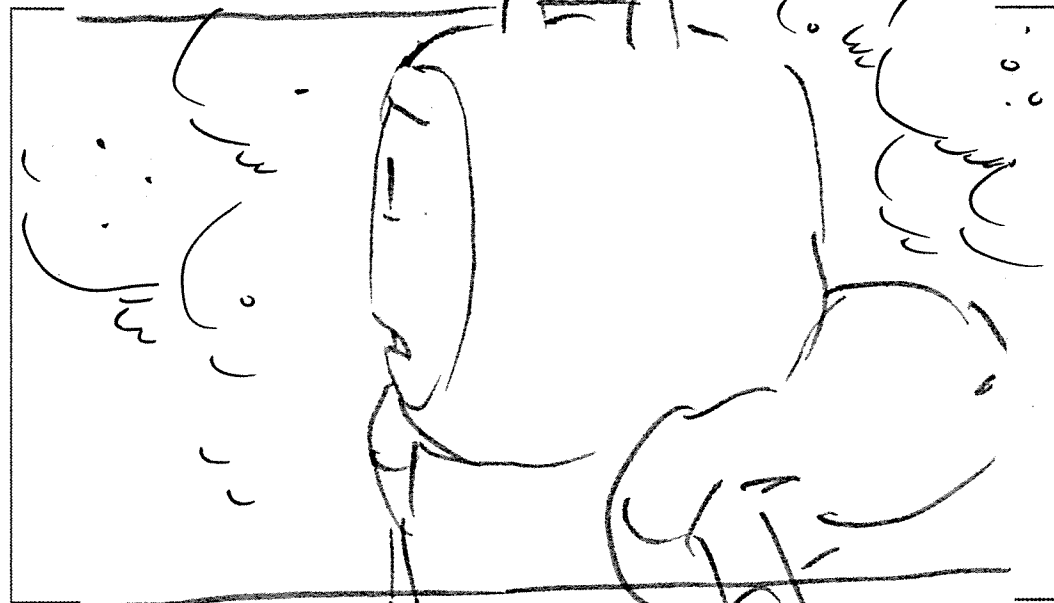
100871
EPISODE #

ADVENTURE TIME



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Sc. A night



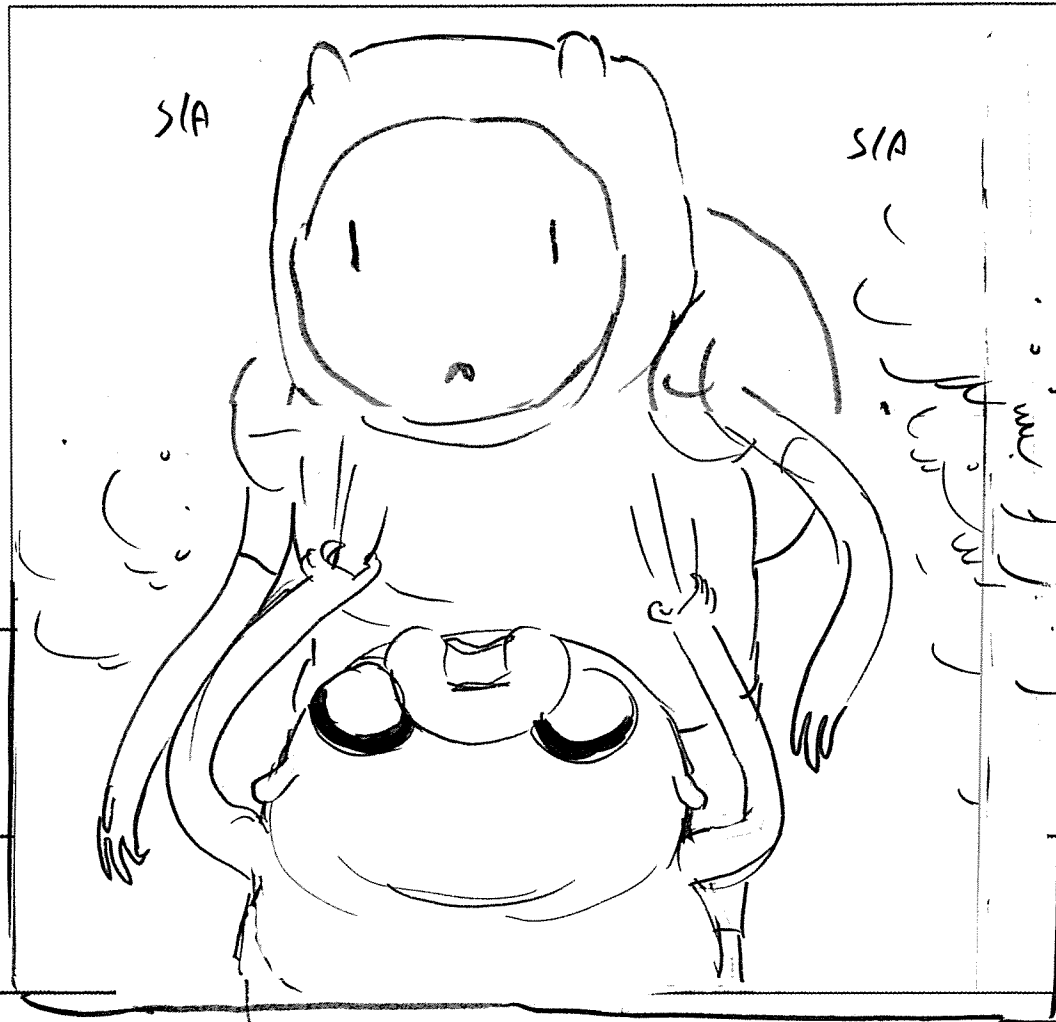
Dialog

F) YIKES.

Action

Timing:

Sc. Pnl. B Bg. day night



3) FINN, HELP ME

100871

EPISODE #

Production :

ADVENTURE TIME

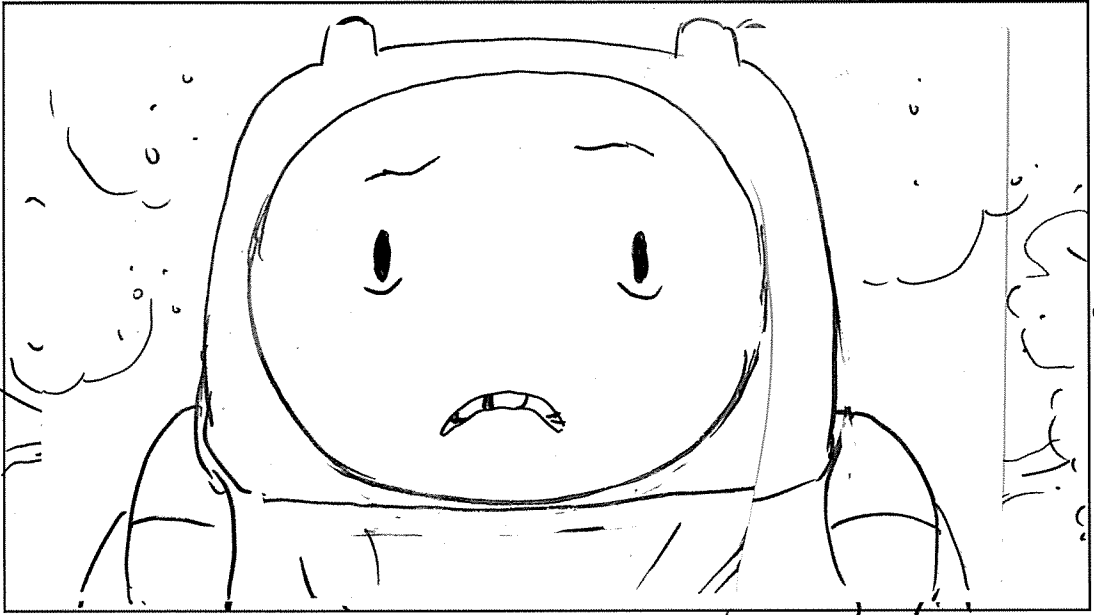


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Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	J) H-HELP ME...	F) ... what's wrong?
Action:		
Timing:		

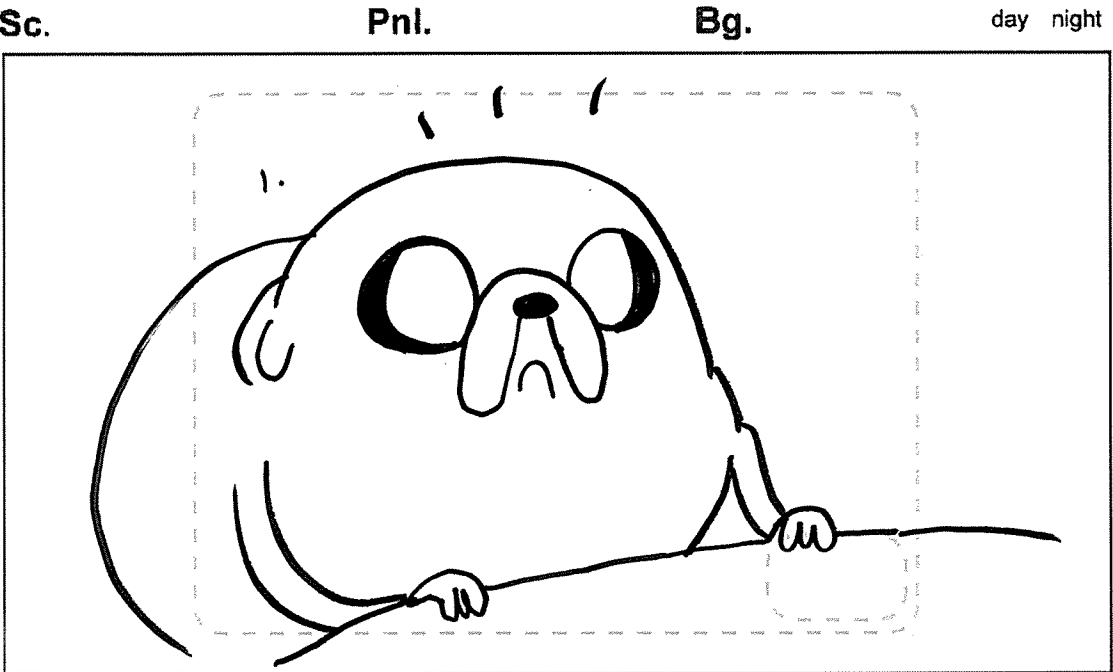
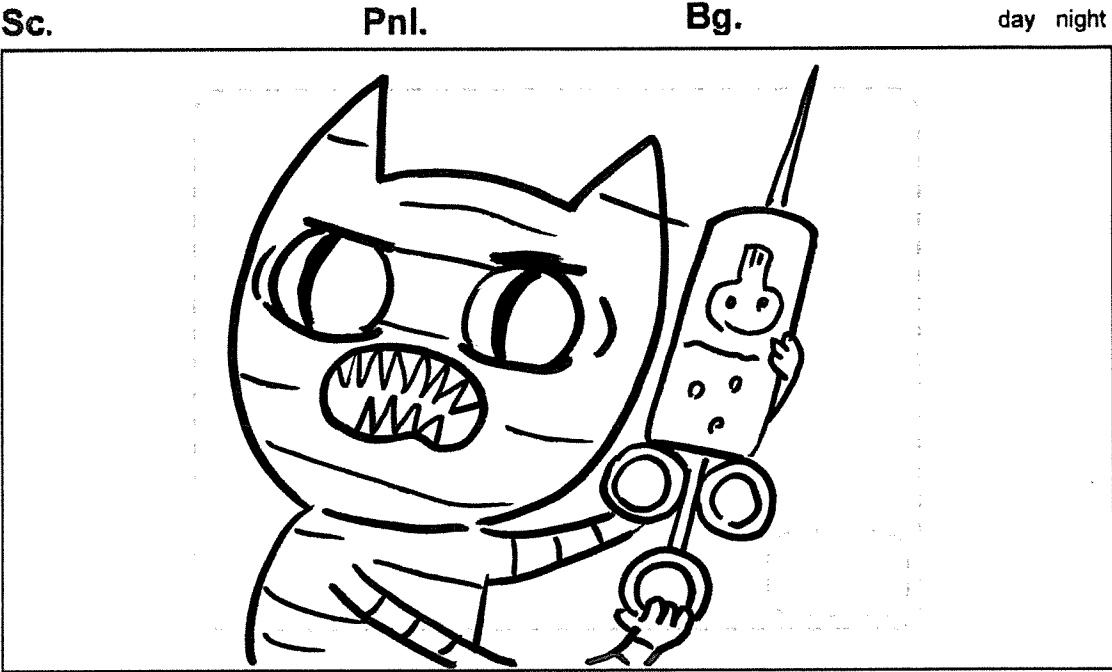
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ADVENTURE TIME



Page 90A

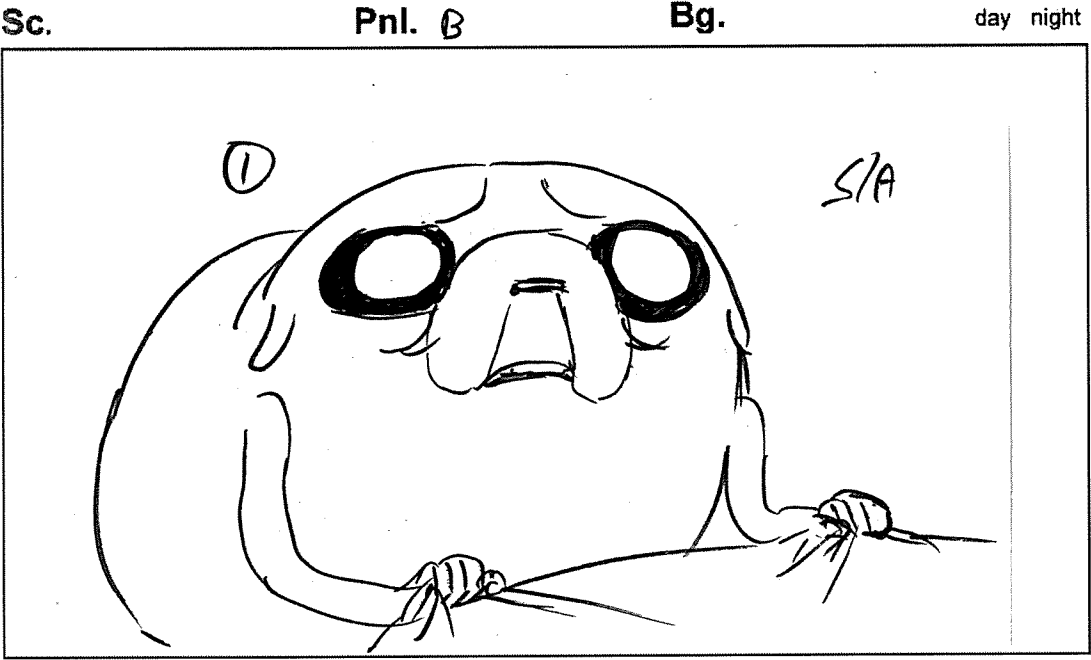
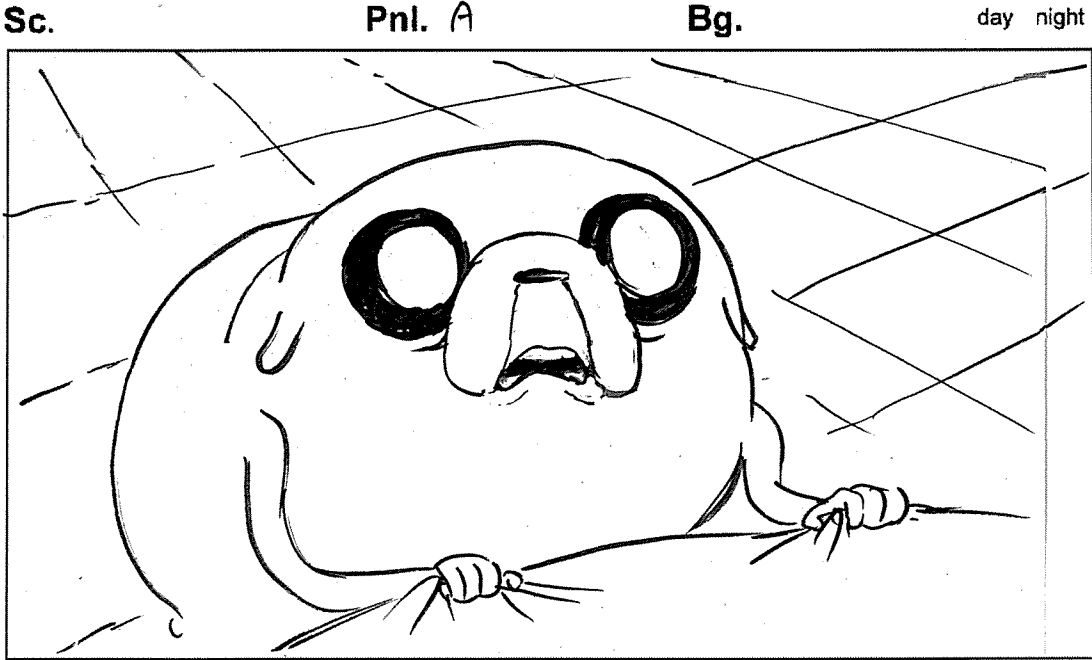


Dialog:	mm/ if you say anything , I'll stab you in the brain!	
Action:		
Timing:		

2. J/uhhh

EPISODE # 100871
Production :

ADVENTURE TIME



Dialog: Finn
J) ... SING MOM'S LULLABY!

Action:

Timing:

J) (WHISPER) im so tired finn.. from the meat.. please! you have to lull me to SLEEP!!



100871

EPISODE #

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	F) ... UH...	②	③	J) I KNOW YOU CARRY MOM'S MUSIC BOX AROUND IN YOUR BACKPACK!!
Action:	FINN LOOKS AROUND NERVOUSLY, ② & ③			
Timing:				

100871
EPISODE #
Production :

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ADVENTURE TIME

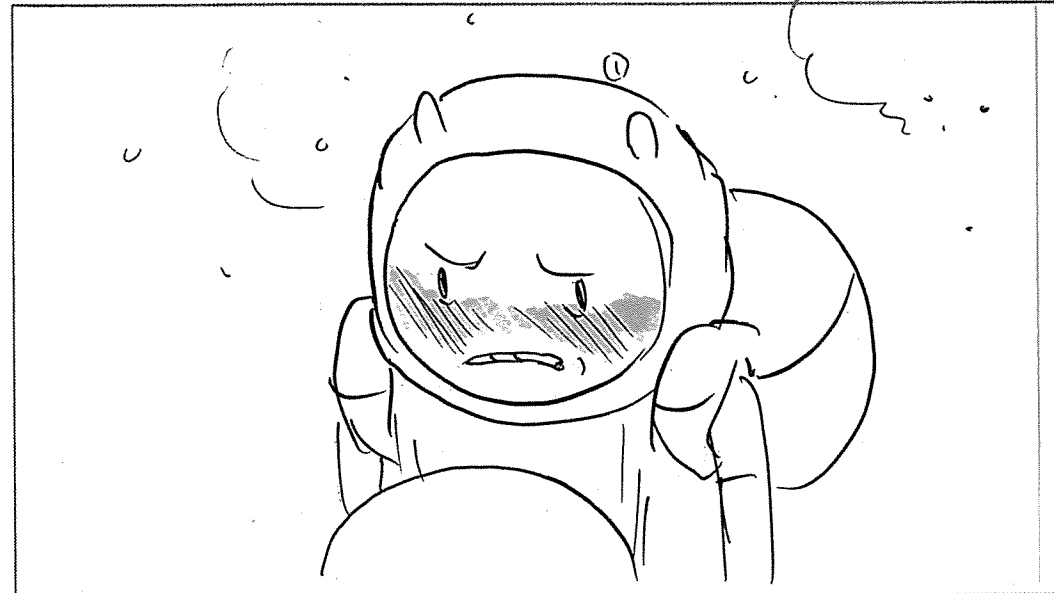


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Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

Action:

Timing:

(P) Dude! I'm not gonna
sing mom's lullaby
in front of other people!

F GLANCES
OVER NERVOUSLY + BLUSHES



100871

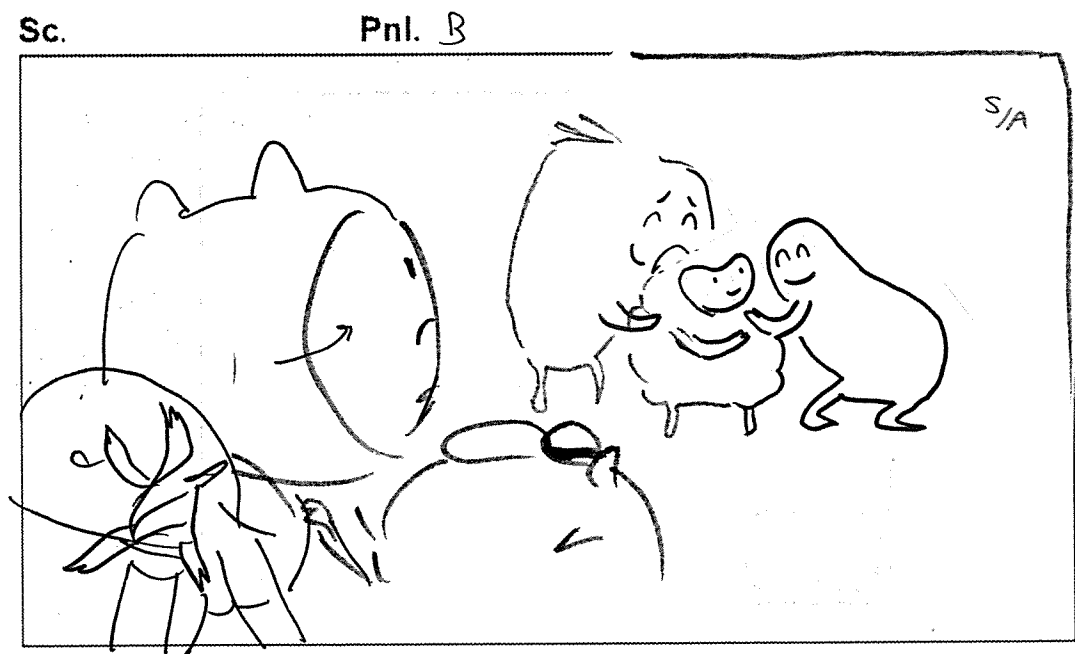
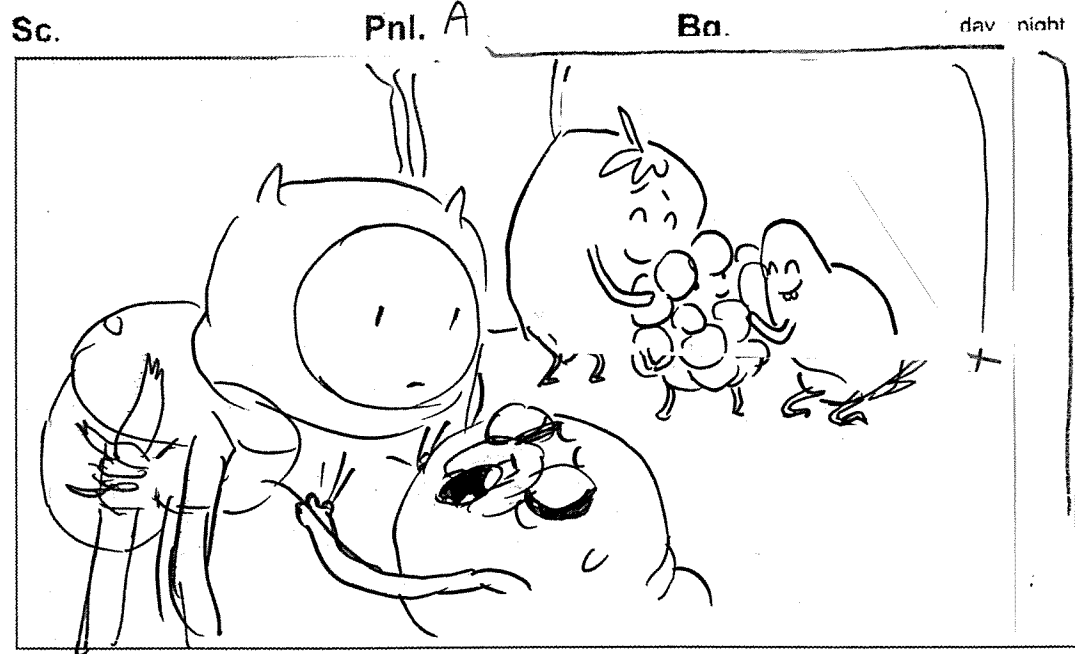
EPISODE #

Production :

ADVENTURE TIME



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EPISODE #

duction :

Dialog:

Action:

Timing:

(J) please...
PLEASE!!!

(F) alright.. real quick while the princess is distracted..

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ADVENTURE TIME

Page 95

Sc.

Pnl.

Bg.

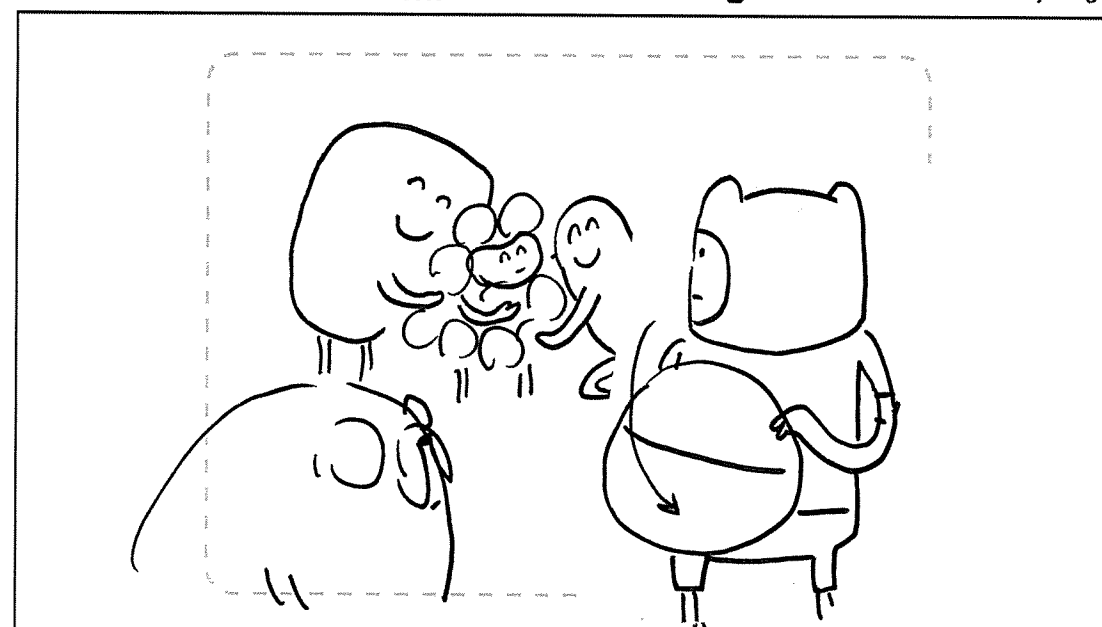
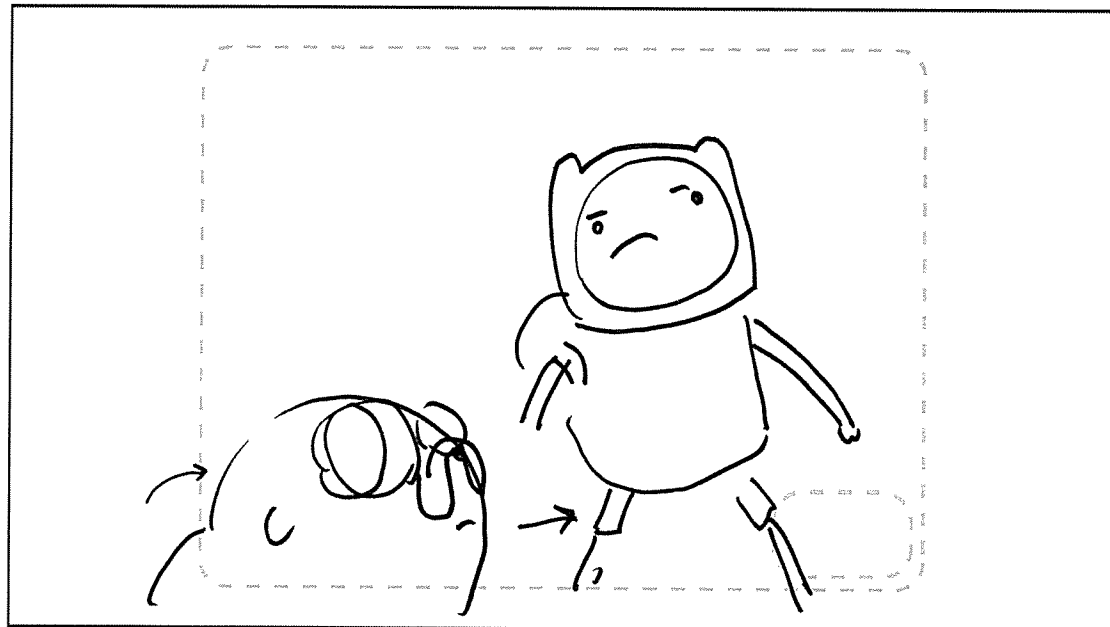
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

→
ADJ

finn crosses so his
back is to WBP.

takes off pack while
looking back to make sure
she's distracted.

Timing:

EPISODE

Production :

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ADVENTURE TIME



(next page # is 98)

Sc. Pnl. Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

Action: FINN AWKWARDLY
PULLS OUT
MUSIC BOX

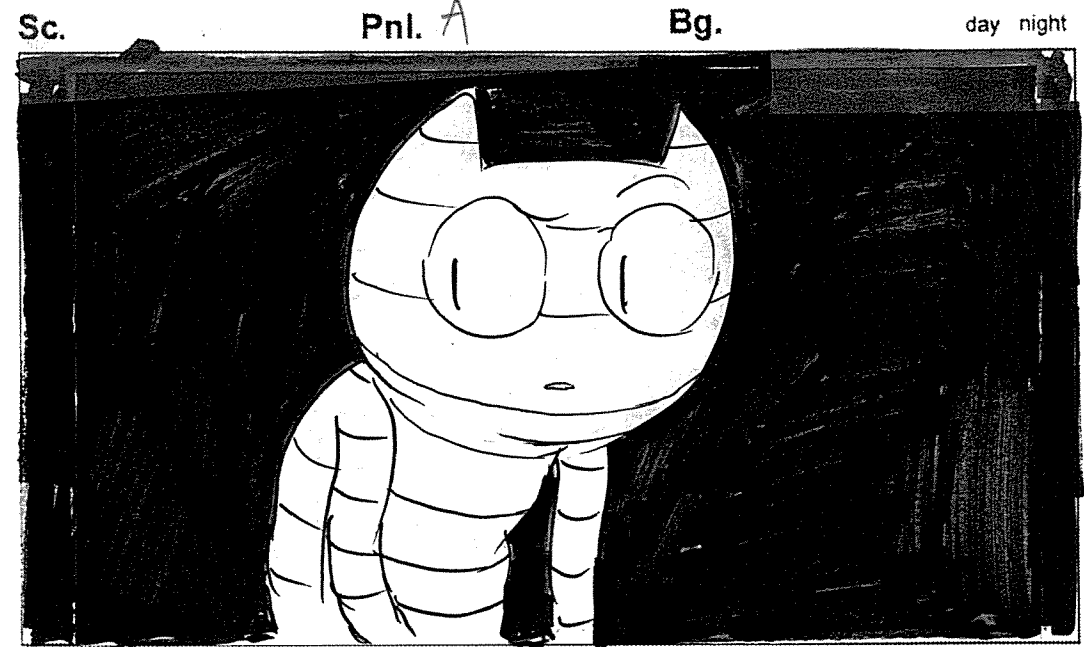
Timing:



100871

EPISODE #

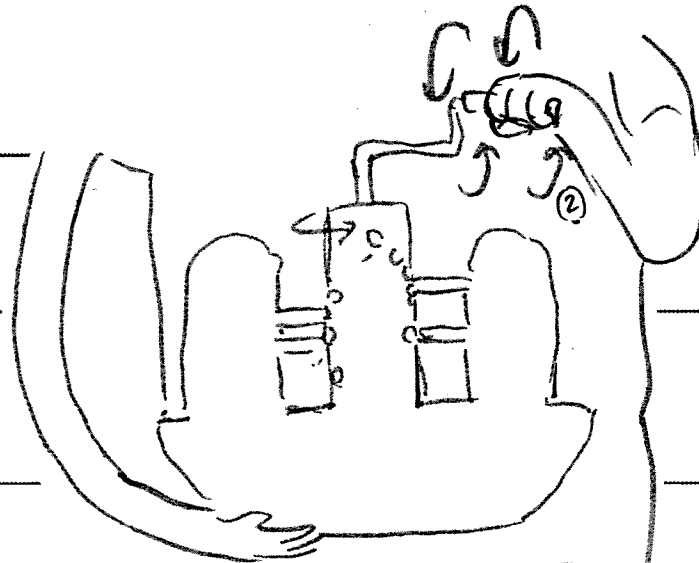
Production :



Dialog:

Action:

Timing:



ALTERNATE ① & ② FOR
CRANKING MUSIC BOX.

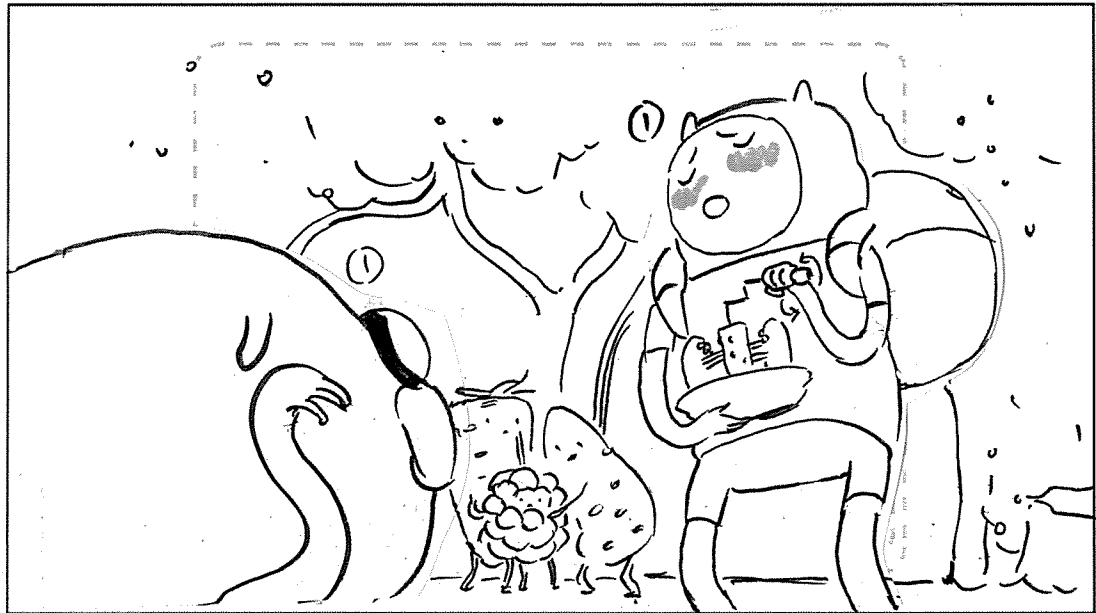
MM CONFUSED BY
SOUND

Production :

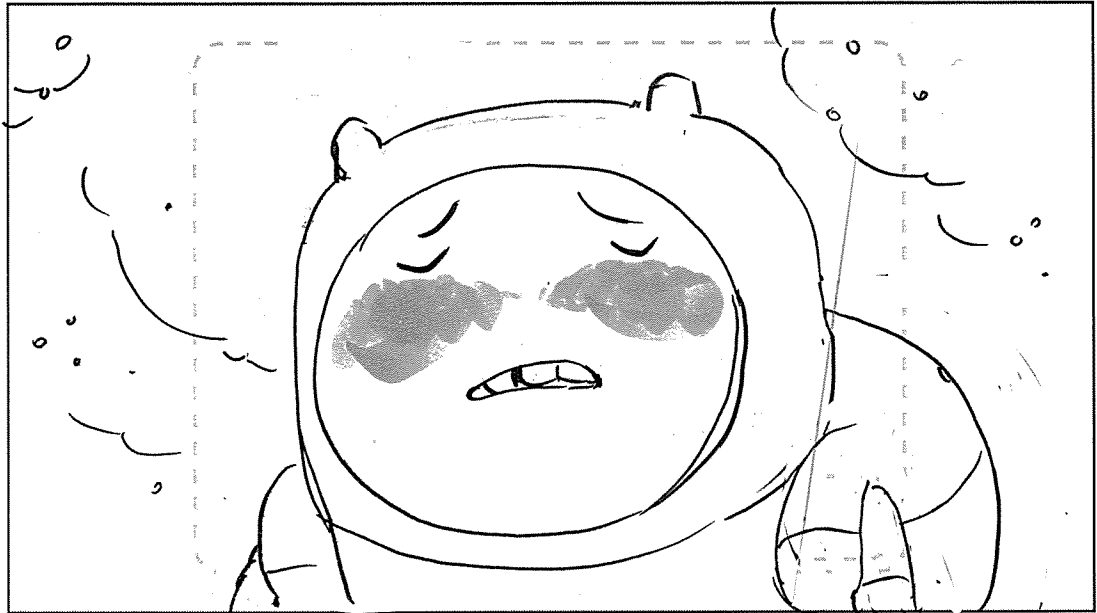
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

F) ♪ DON'T BE
(FINN) ♪ WEOPY...
SLEEPY PUPPIES... ♪

JAKE COVERS HIS EARS

F) SLIP YOUR SLIPPERS...

100871
EPISODE #
Production :

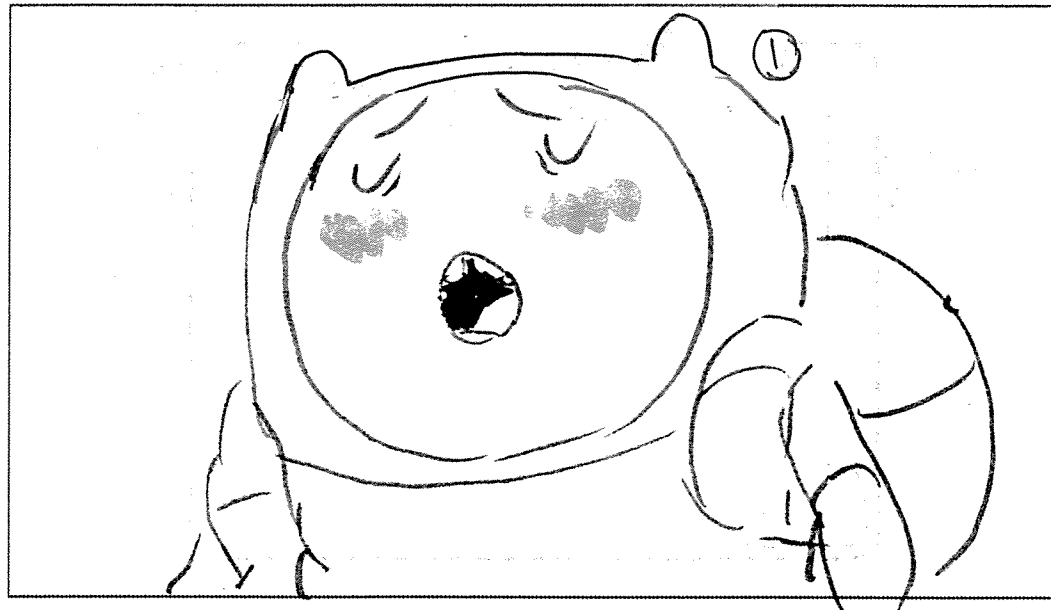
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ADVENTURE TIME

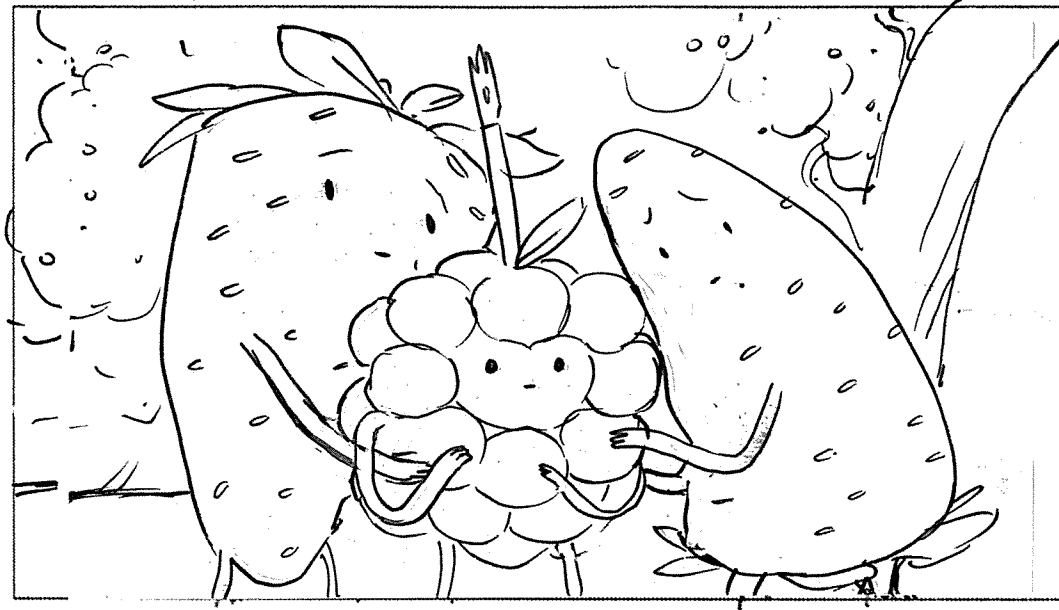


Page 100

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	F) ON YOUR FOOTIES...	(2) F(US) IN THE MORNING YOU'LL GET GOODIES...
Action:		
Timing:		

T 12800 T

EPISODE #

Production :

ADVENTURE TIME



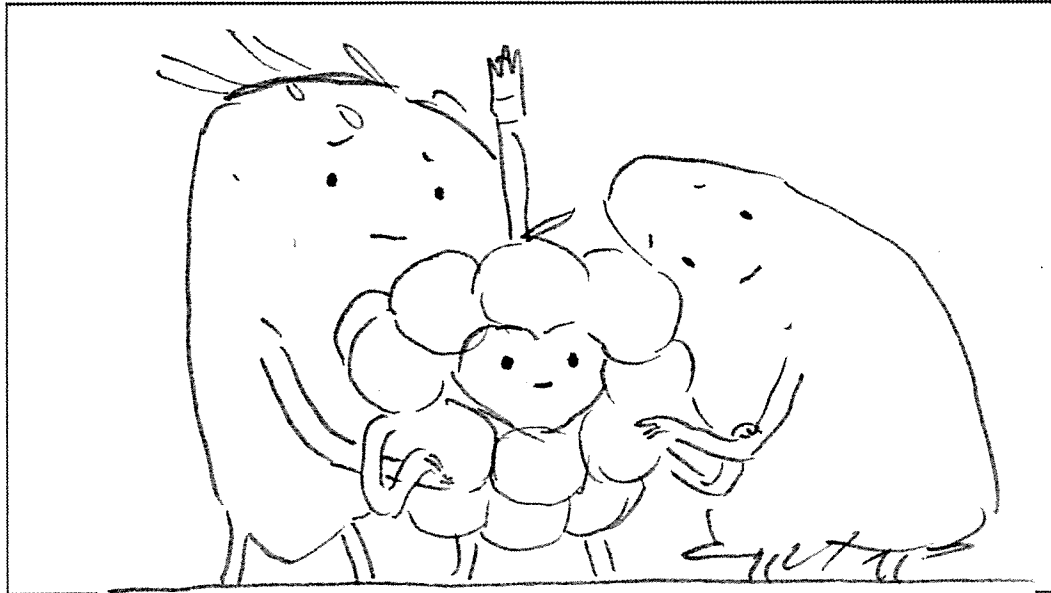
Page 101

Sc.

Pnl. B

Bg.

day night

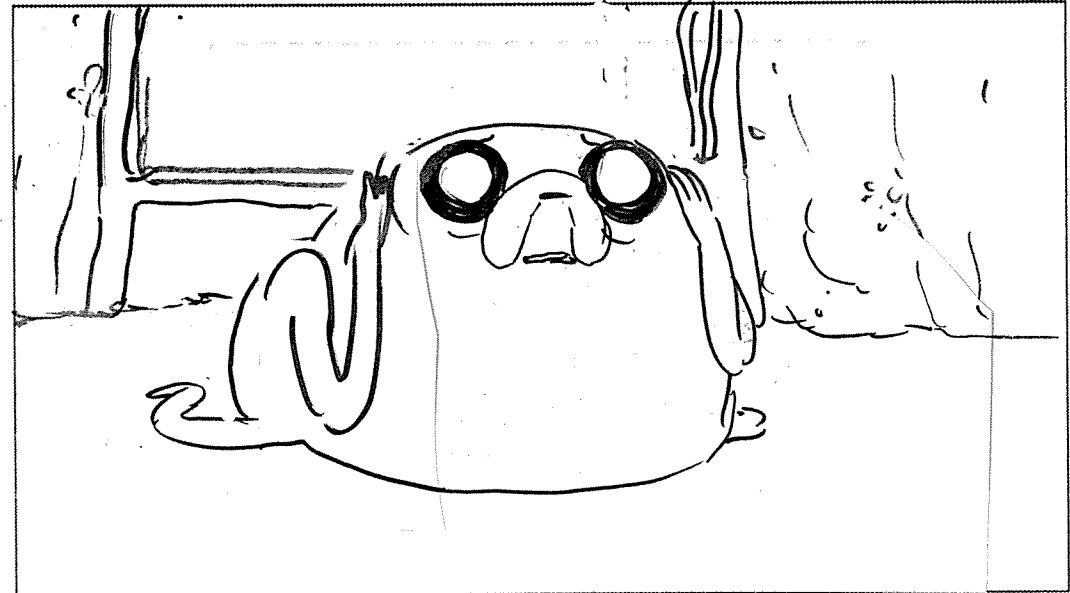


Sc.

Pnl. A

Bg.

day night



Dialog:

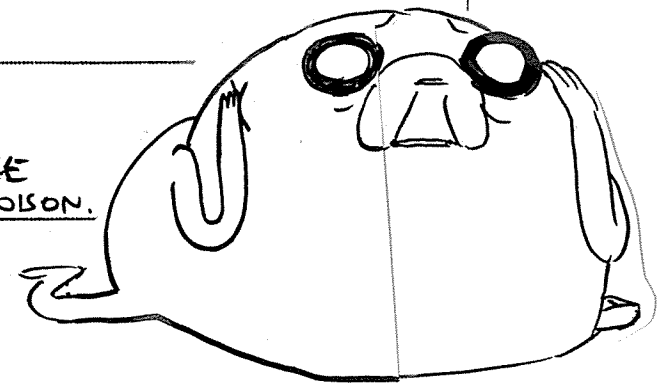
F^os) PUPPY HATS &
PUPPY HOODIES...

Action:

Timing:

F) STRIPES... & POLKA DOTS...

JAKE COVERING HIS
EARS ...
WILTING A LITTLE
FROM THE POISON.



100871

EPISODE #

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ADVENTURE TIME



Sc. Pnl. A Bg. day night Sc. Pnl. B Bg. day night



Dialog:	
Action:	F) ^{bb} HEATHER GRAY
Timing:	F) ^{bb} IN THE PRODUCTION AND FEATHER SOFT...

100871

EPISODE #

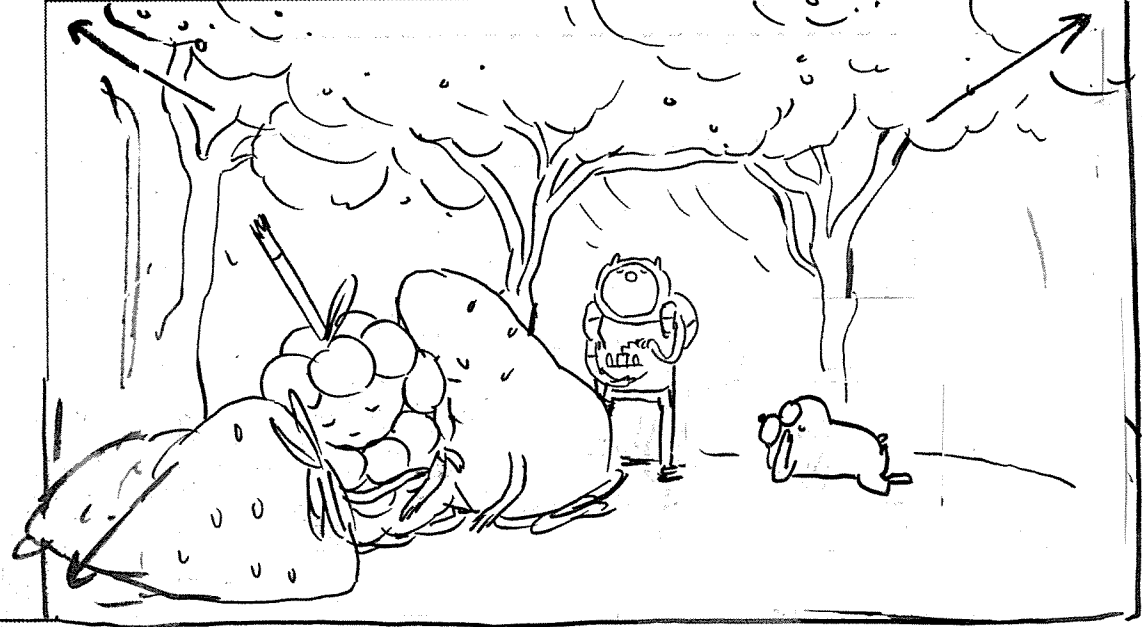
Production :

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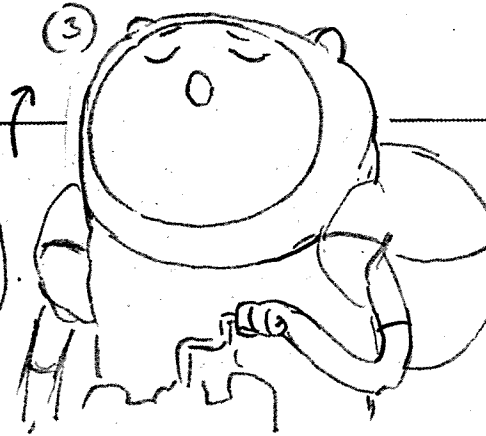
Production :

day night



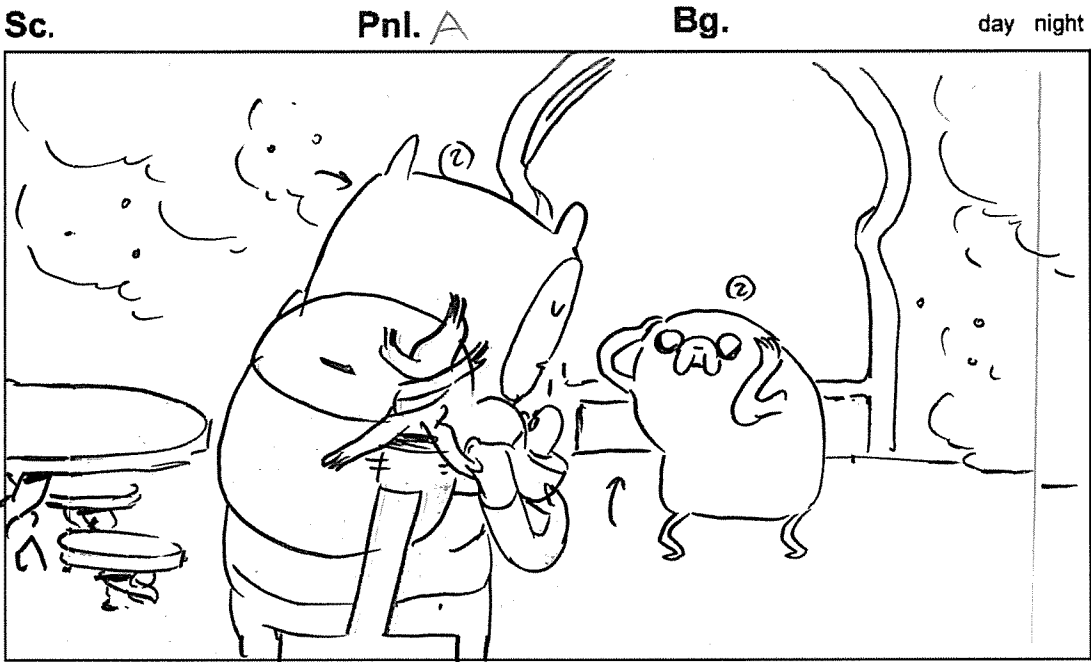
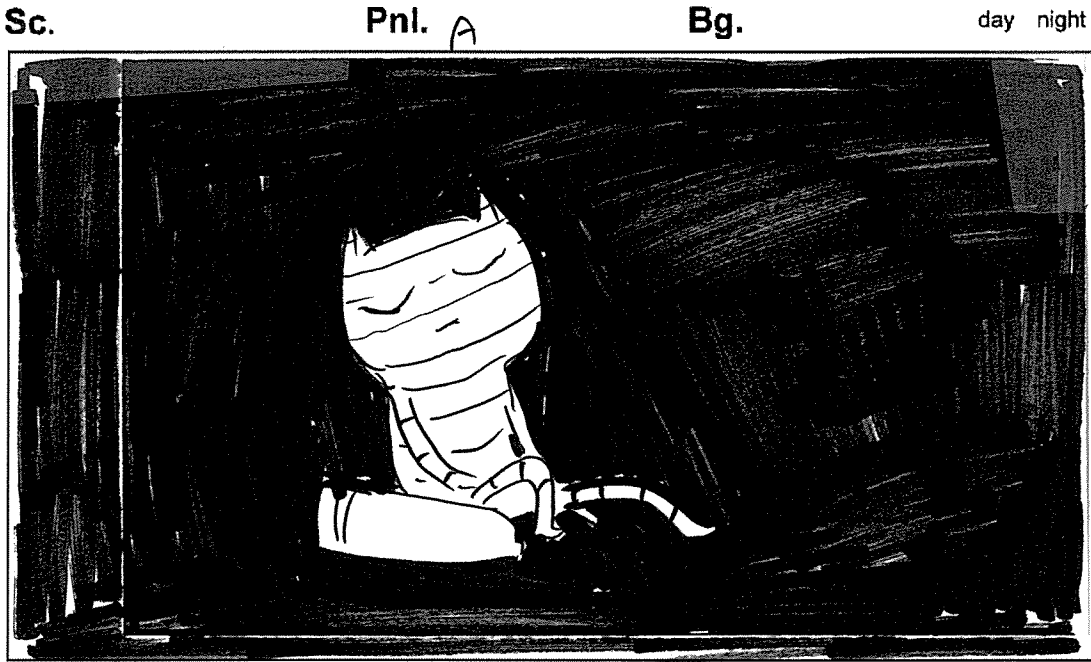
F) — UUUUUE...

5/A



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ADVENTURE TIME



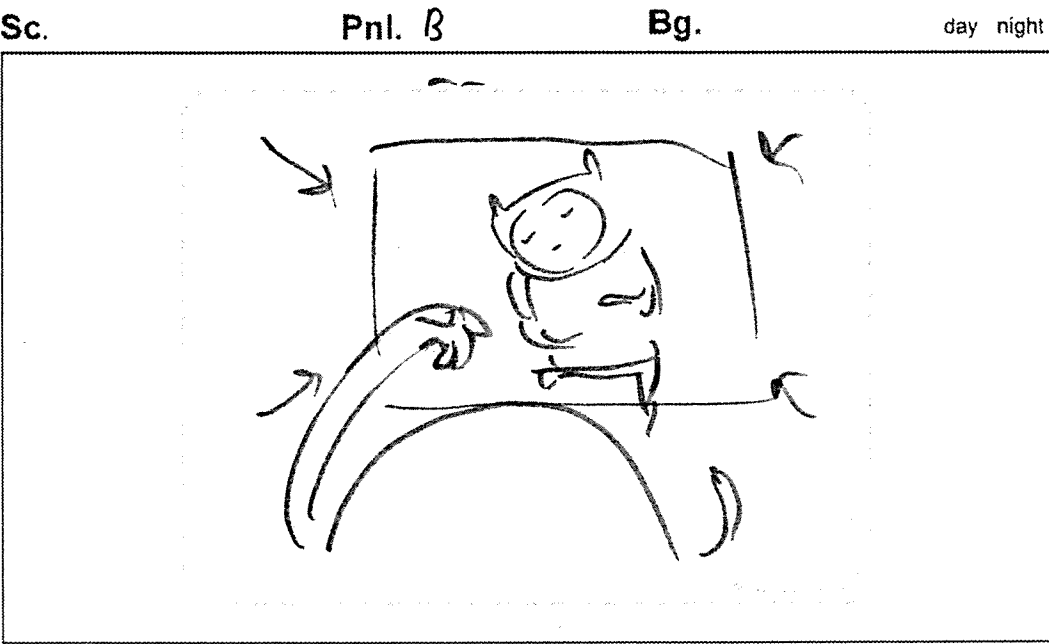
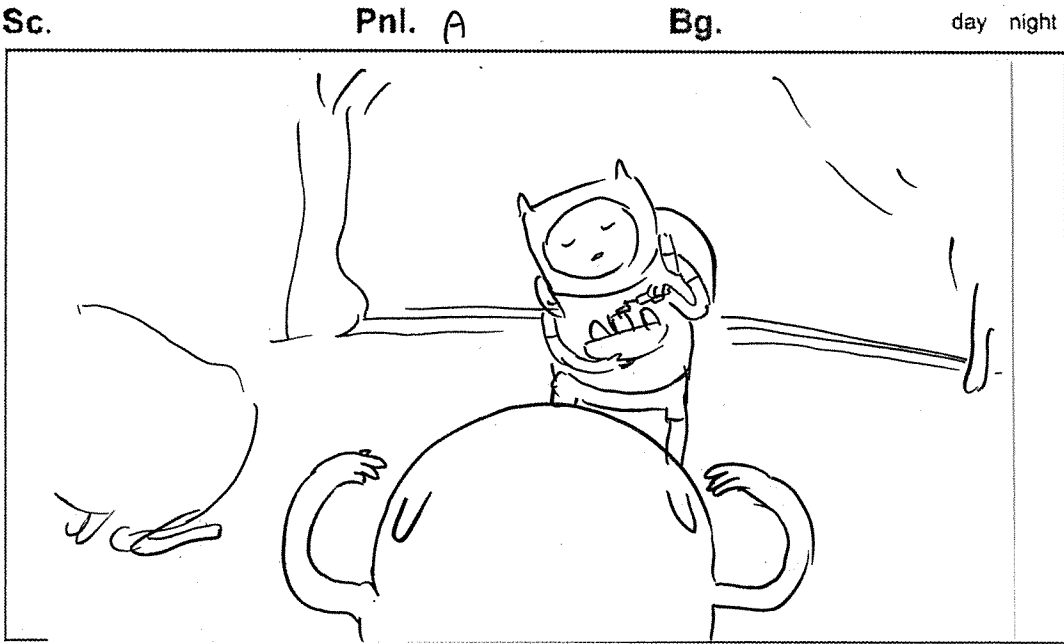
Dialog:	F) ALL THE DRAWSTRINGS YOU...	F) CAN ...
Action:	MM SLEEPIN	F STARTING TO FALL ASLEEP, LEANS FORWARD. J STANDS
Timing:		

EPISODE # 100871 Production :

ADVENTURE TIME



Page 105



Dialog:	F) CHEW...	
Action:	FINN STARTS TO FALL OVER	
Timing:	F FALLING OVER	

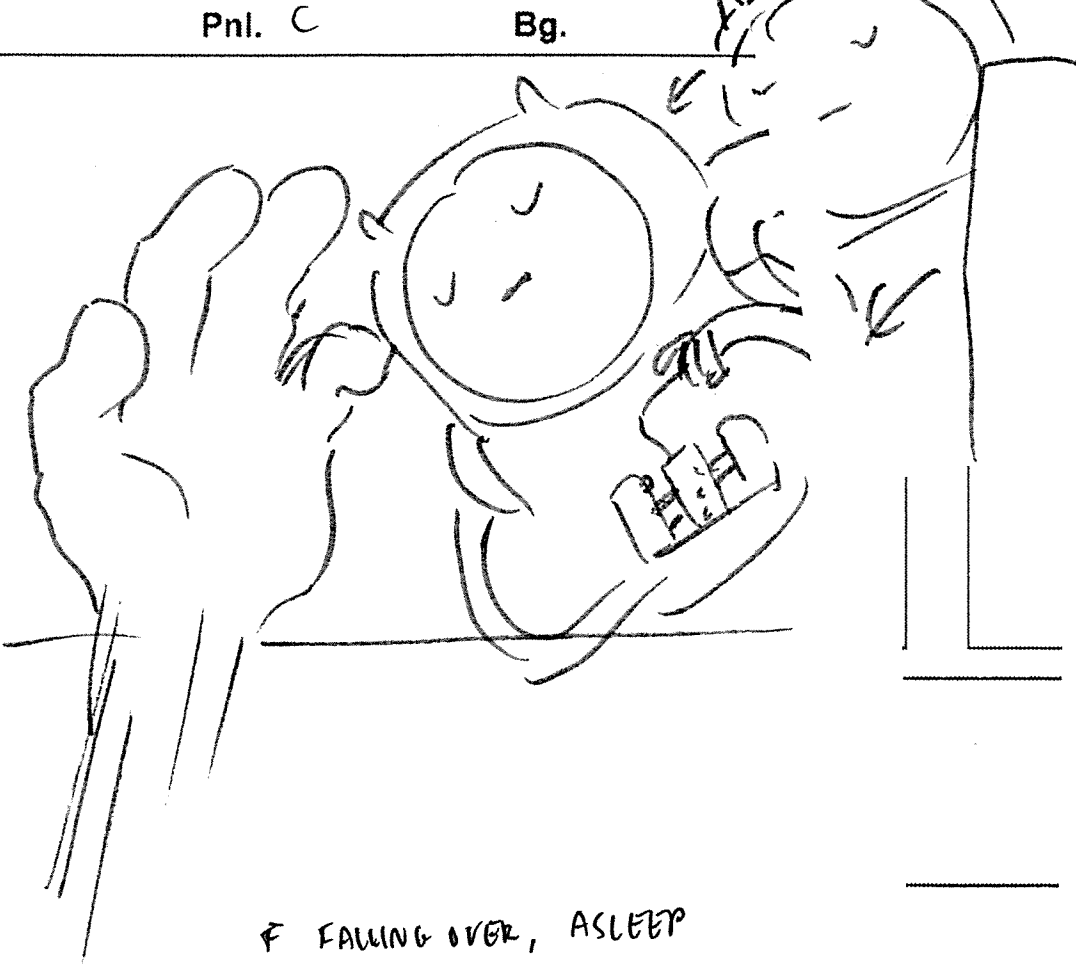

EPISODE # 100871

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ADVENTURE TIME

Page 106

Sc.	Pnl. C	Bg.	Pnl. D	Bg.	day night
					
Dialog:					
Action:					
Timing:					

F FALLING OVER, ASLEEP

'PAT!'
F LANDS IN J'S HAND

100871

EPISODE #

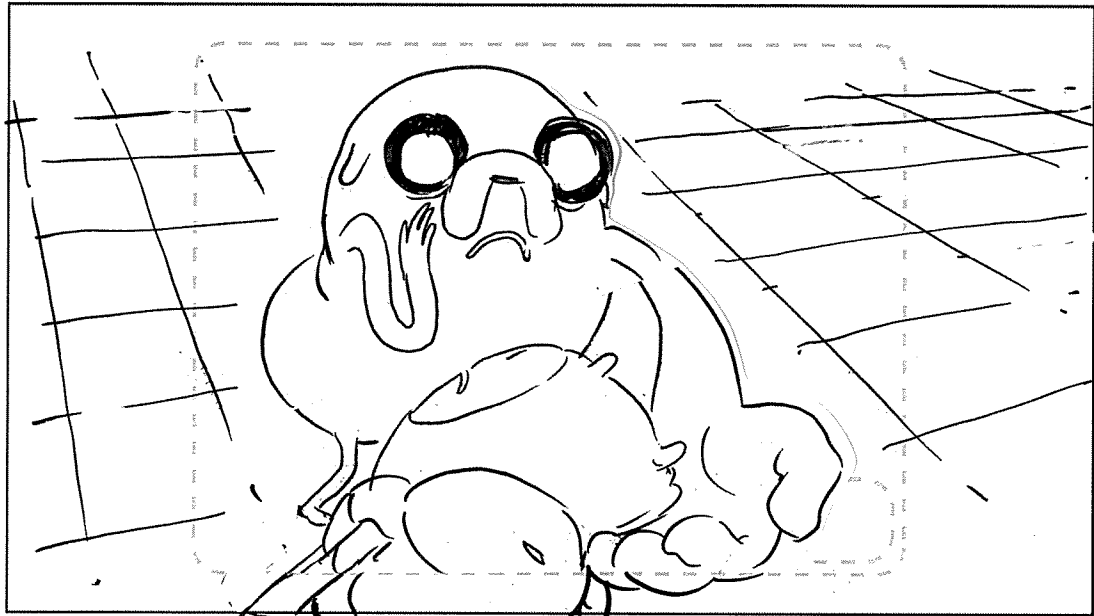
Production :

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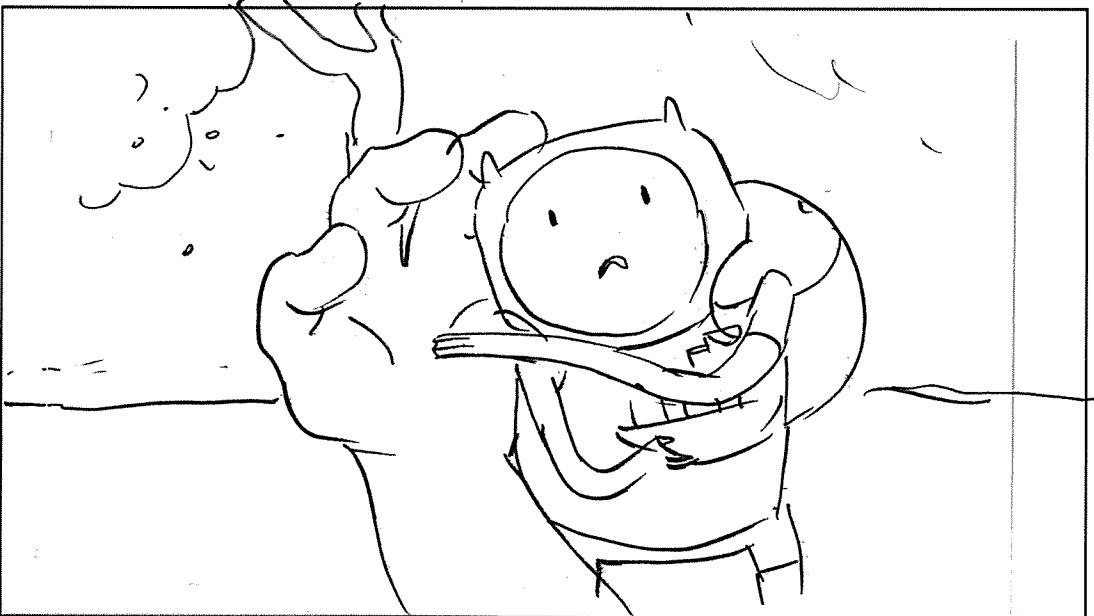
ADVENTURE TIME




Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	(Whisper) J) FINN THERE'S AN ASSASSIN IN MY NOSE SHE POISONED ME AND IS MAKING ME KILL WILDBERRY PRINCESS
Action:	
Timing:	



EPISODE # 100871
Production :

ADVENTURE TIME



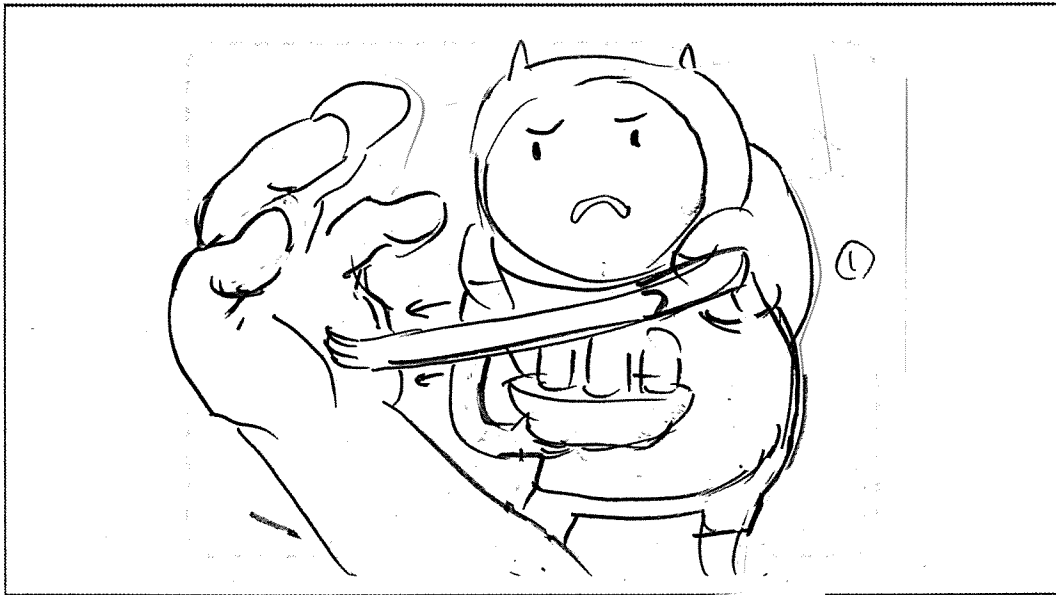
Page 108

Sc.

Pnl. A

Bg.

day night



Sc.

Pnl. A

Bg.

day night



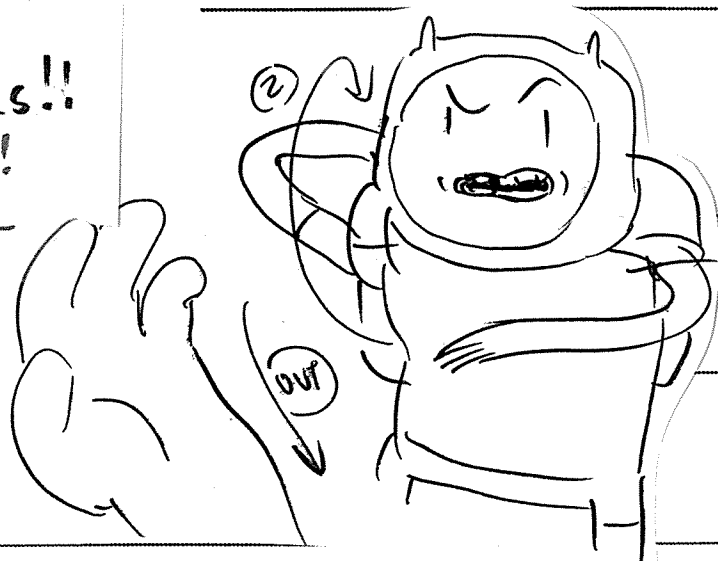
Dialog:

(P) Dude, stop
playing games!!
This is serious!!

Action:

(F PUTS
AWAY MUSIC
BOX)

Timing:



MM) MF!

MM STIRS

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ADVENTURE TIME



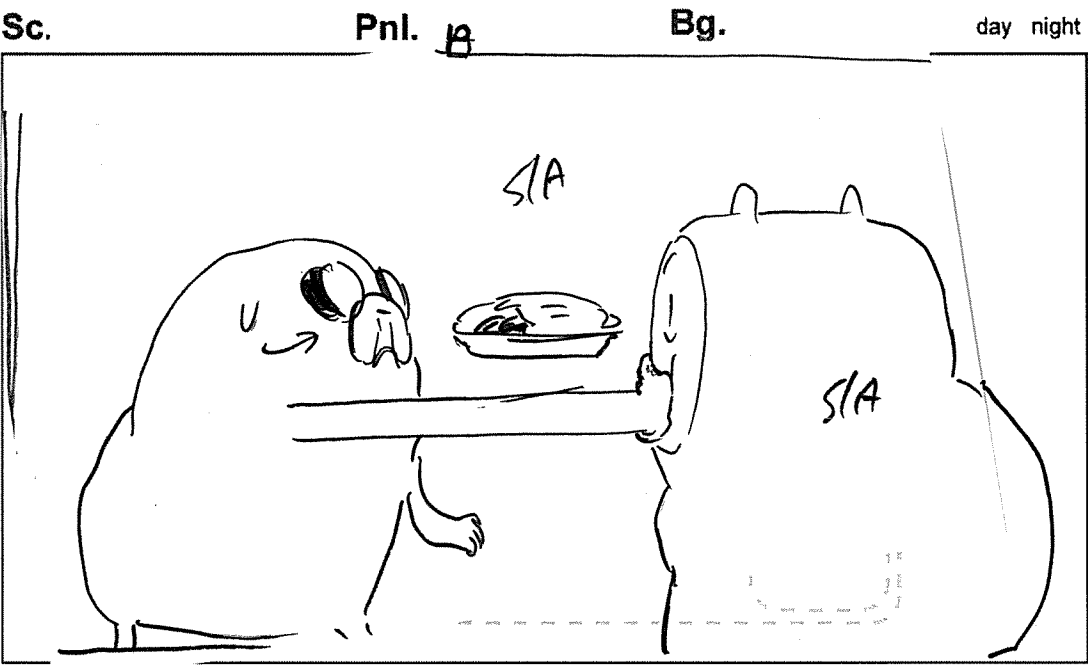
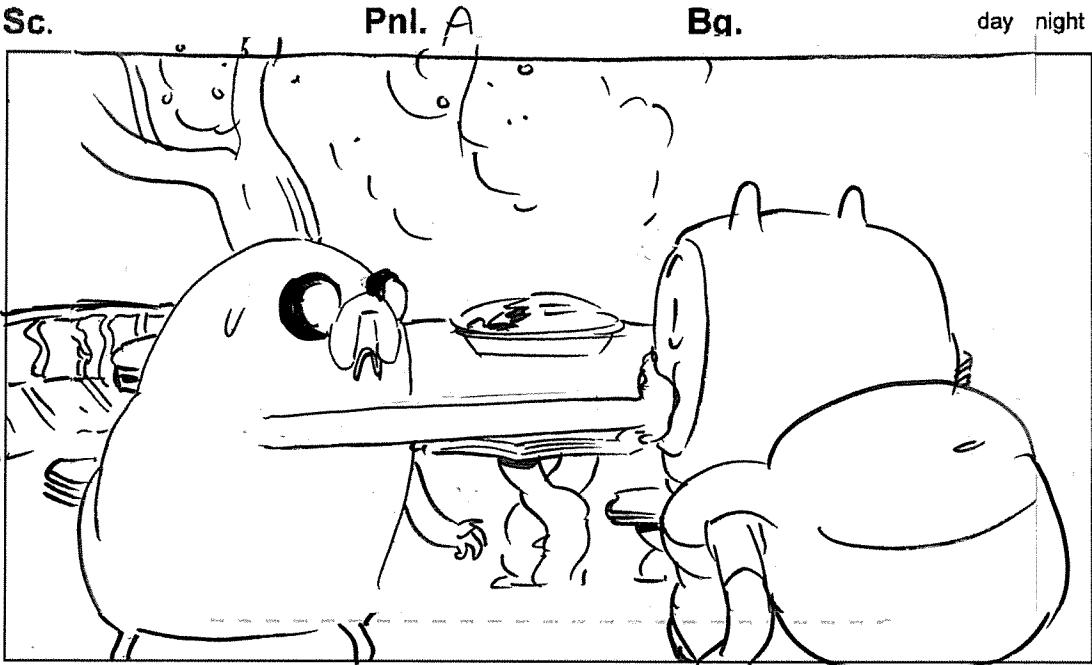
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	
Action:	
Timing:	

100871
EPISODE #
Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

J LOOKS OVER + SEES PIE

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ADVENTURE TIME



Page 111

Sc. Pnl. C Bg. day night

Sc. Pnl. A Bg. day night

Dialog:
Action:
Timing:

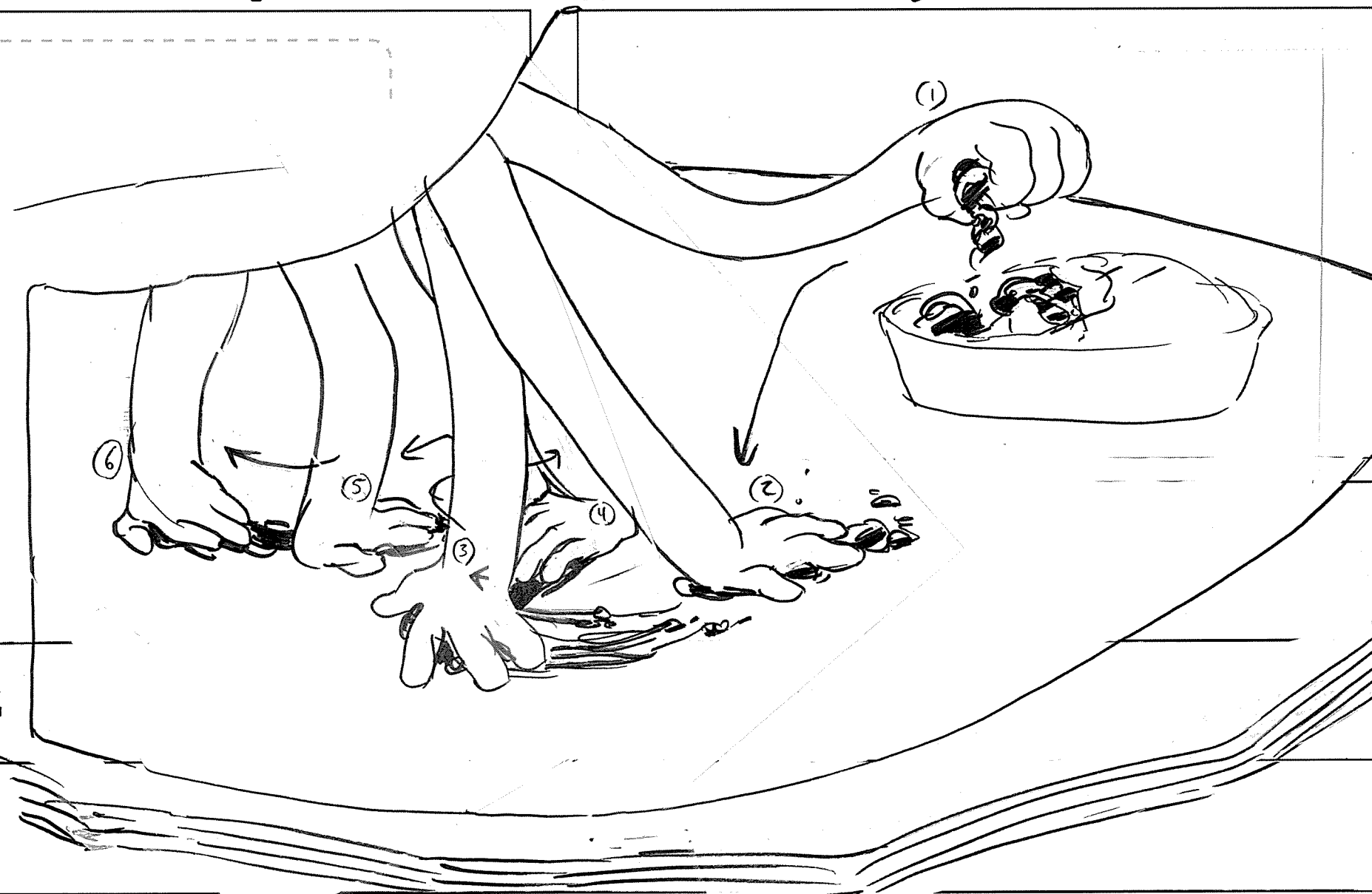
Production : EPISODE # 100871

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ADVENTURE TIME



Page 112

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night
									
<p>Dialog:</p>									
<p>Action: JAKE SMEARS MINCEMEAT ALL OVER THE TABLE, SPELLING WORDS</p>									
<p>Timing:</p>									

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EPISODE #
Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:
Action: J'S ARM WIGGLING AS HE WRITES OUT-OF-SCREEN F WATCHES J WRITE
Timing:

EPISODE # 100871

Production :

ADVENTURE TIME



Page 114

Sc.

Pnl. B

Bg.

day night

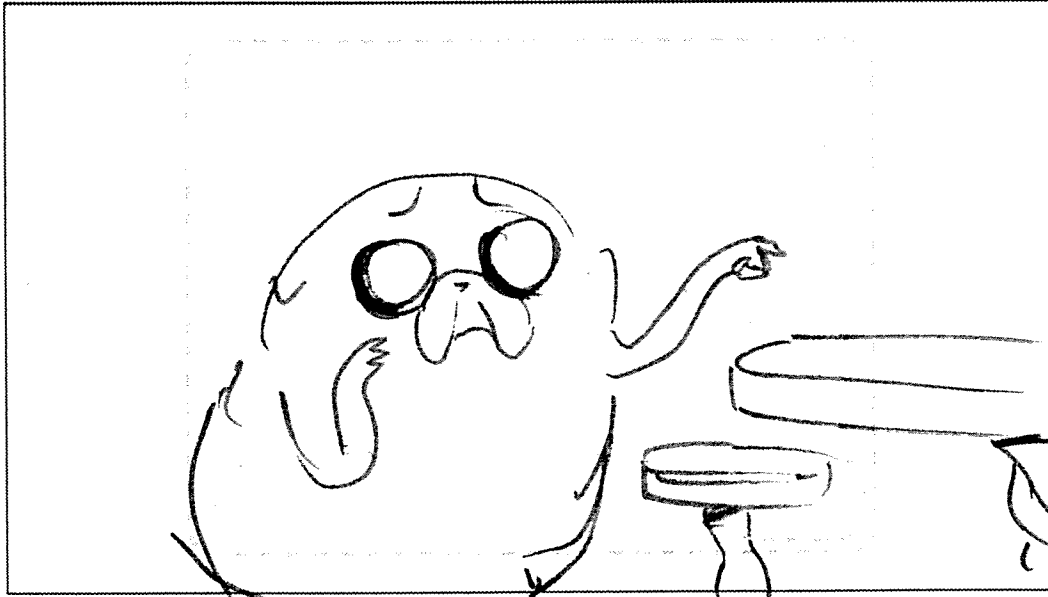


Sc.

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

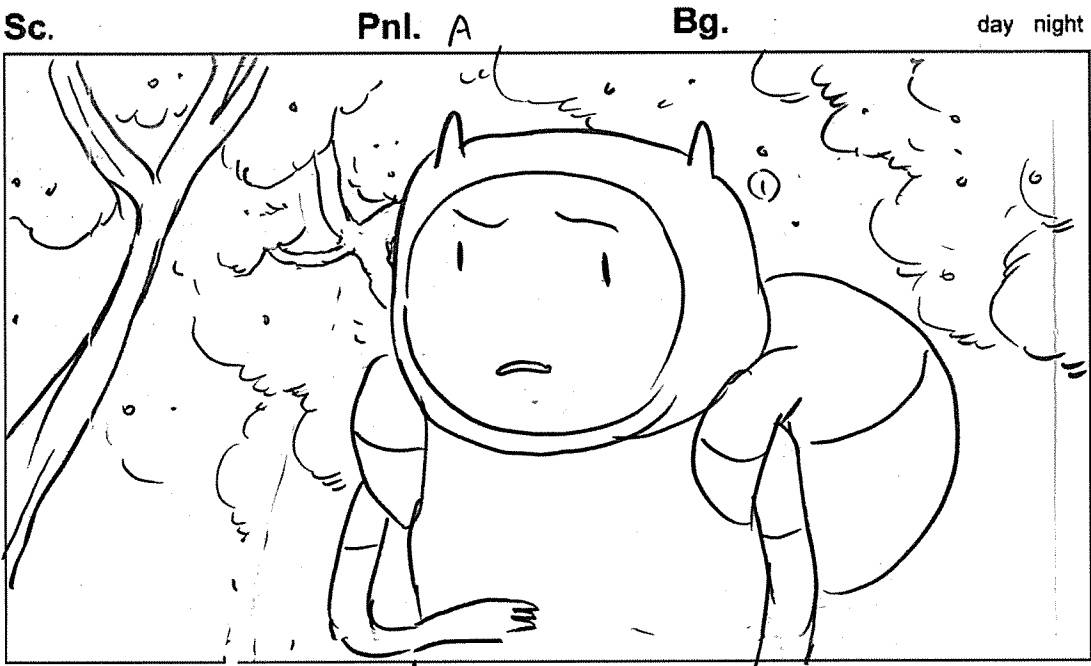
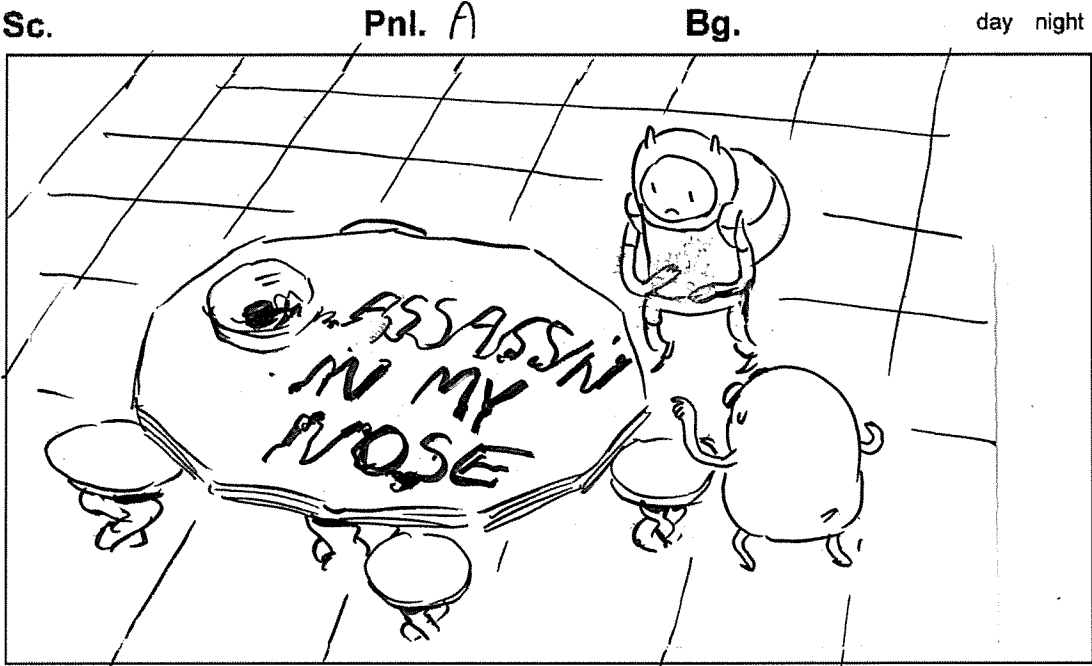
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EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

F SEES JAKE'S WRITING

F) ^① ASS --- ^② ASS...
IN YOUR... NOSE?!!
~~Hga H!~~ Gross Dude!!

F READS IT WRONG



EPISODE # 100871

ADVENTURE TIME



Page 116

Sc.

Pnl. A

Bg.

day night

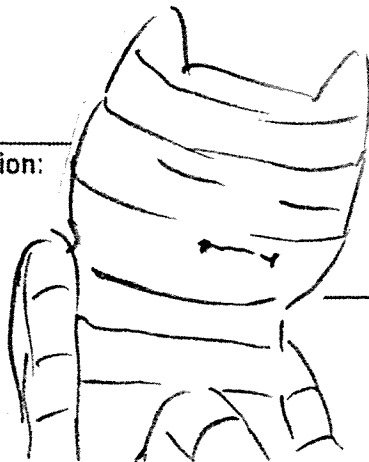


Dialog:

MM) mne ~

Action:

Tin

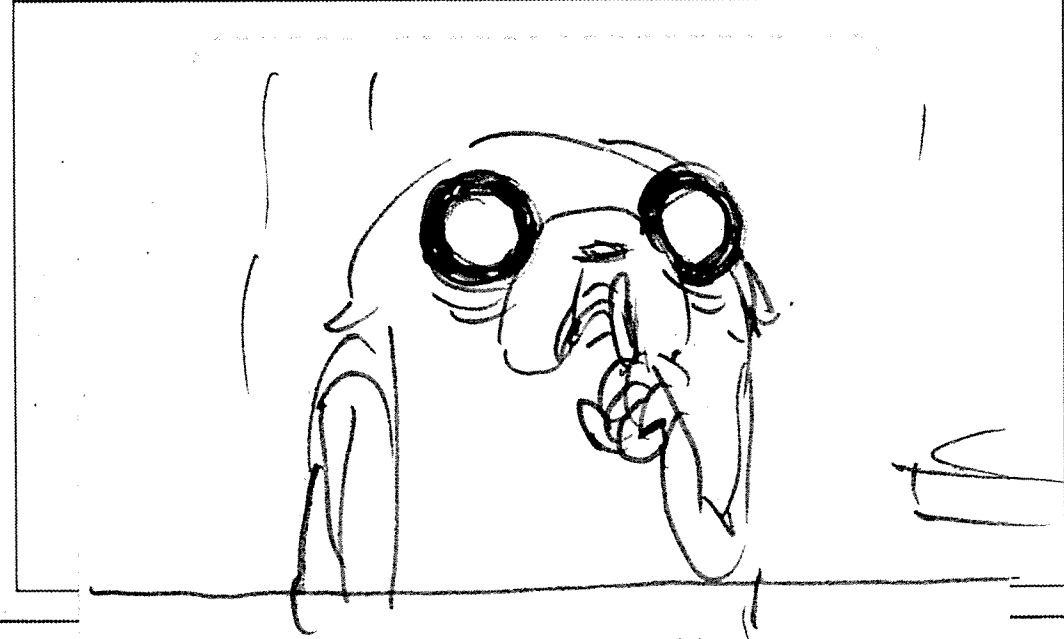


Sc.

Pnl. A

Bg.

day night



o) SHHH!!!

Production :

EPISODE #

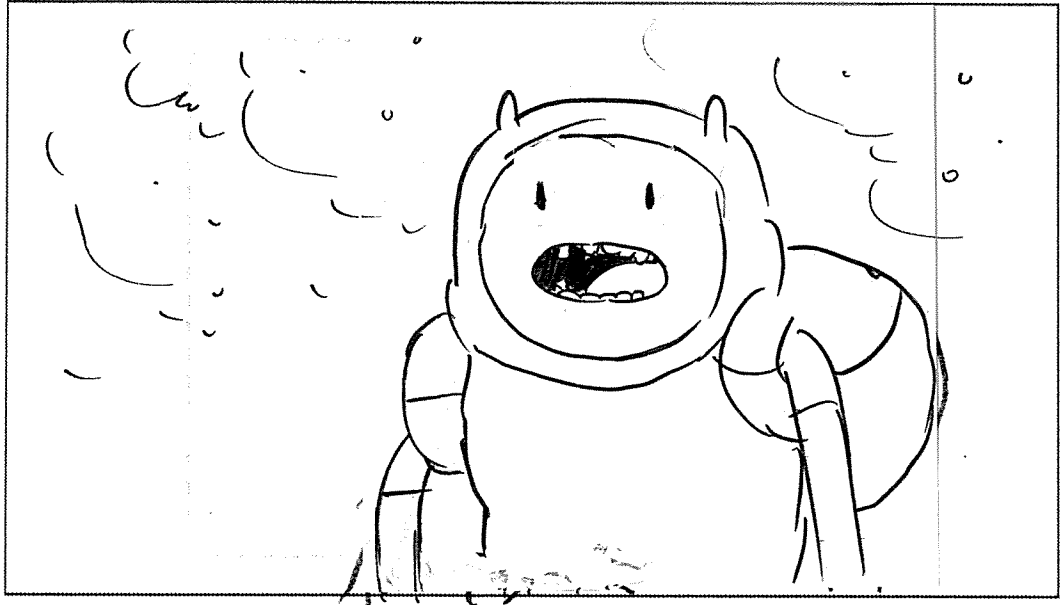
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ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night

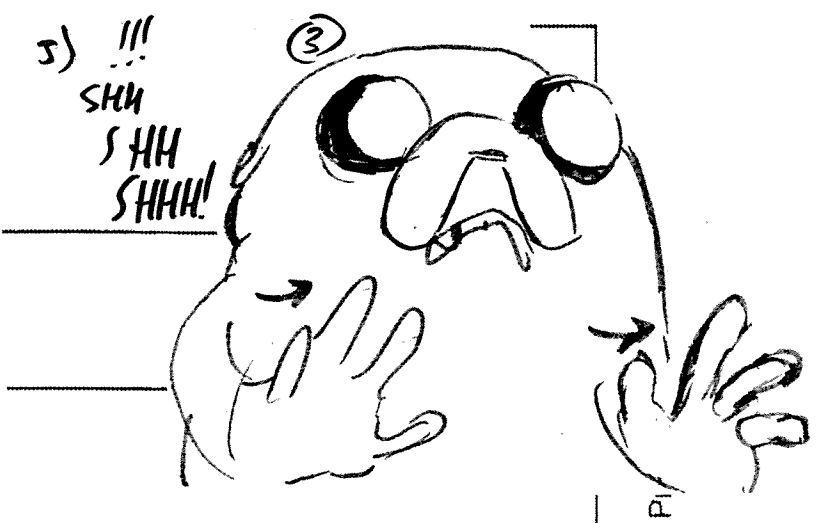


Dialog:
F) TAKE!

Action:
F IS
FED UP W/
J'S GAMES

Timing:

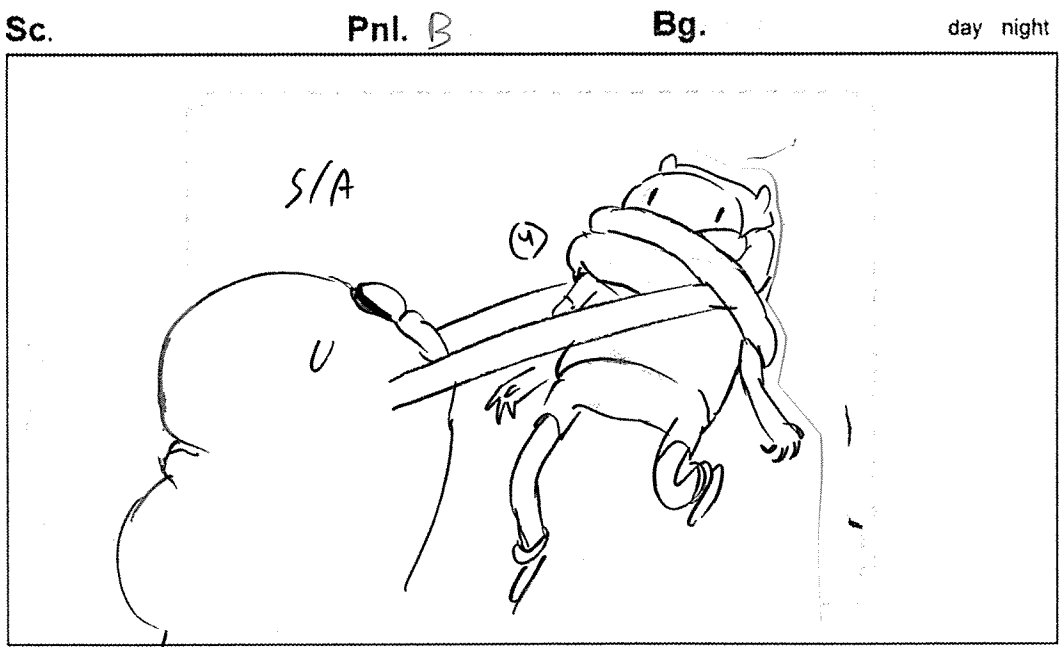
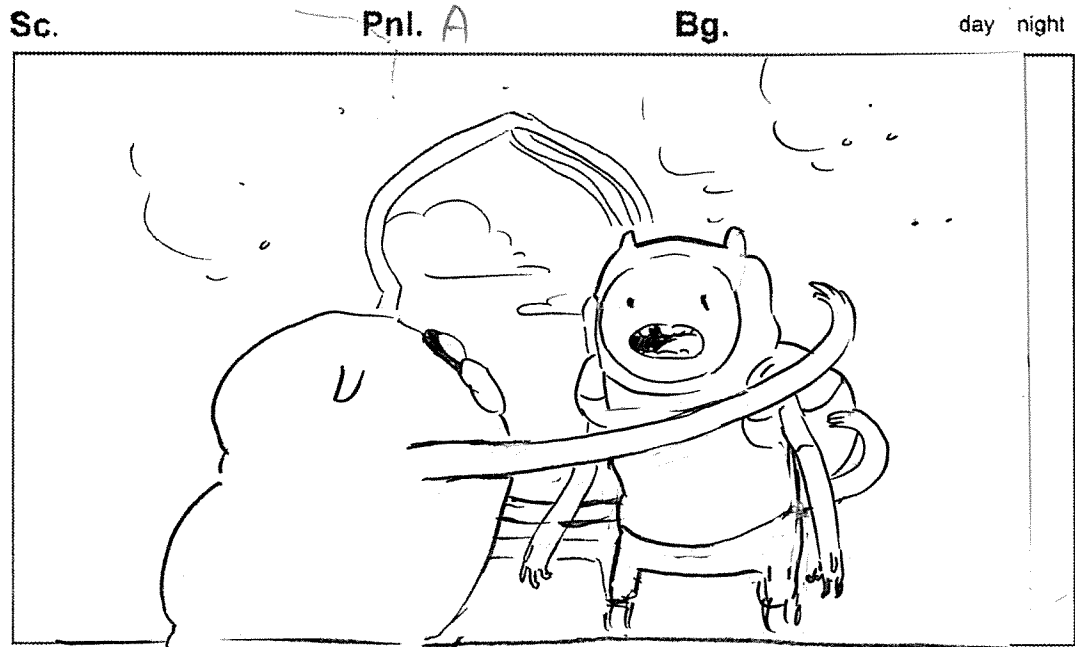
QUIT IT!
WHY ARE-



100871

EPISODE #

ADVENTURE TIME



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ADVENTURE TIME



Page 119

Sc. Pnl. A Bg. day night Sc.



Pnl. A Bg. day night



Dialog

F) MME! ME!!

Action

Timing:



(WHEEZE!) SORRY!

EPISODE # 100871

Pt

ADVENTURE TIME



Sc.

A

night



Sc.

Pnl. A

day night



Dialc

Actic

Timing:

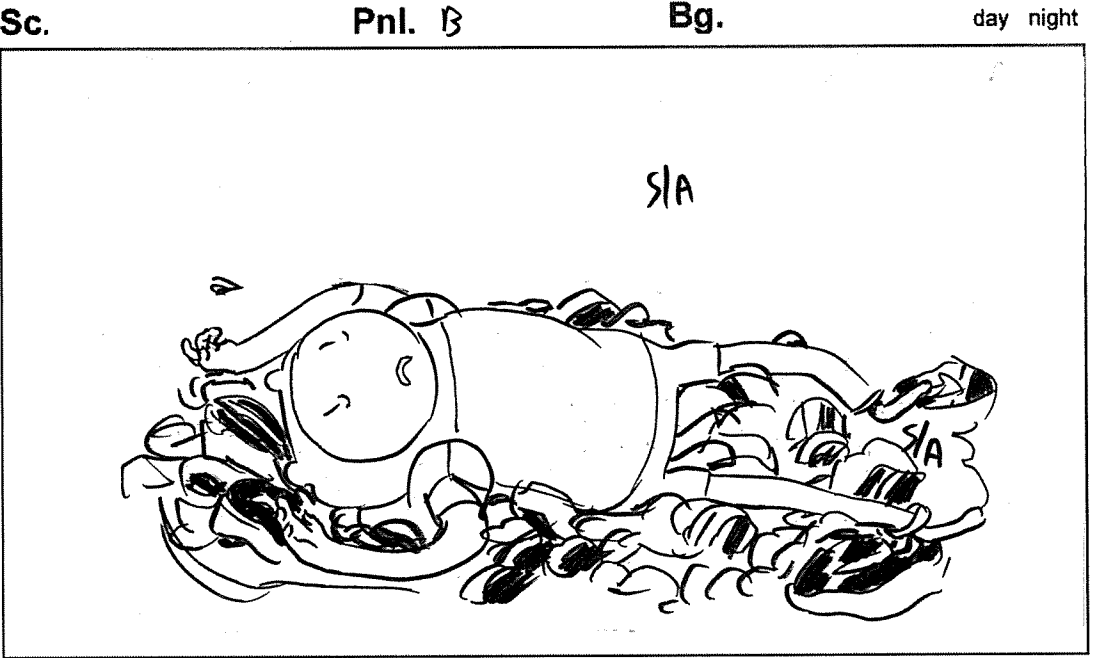
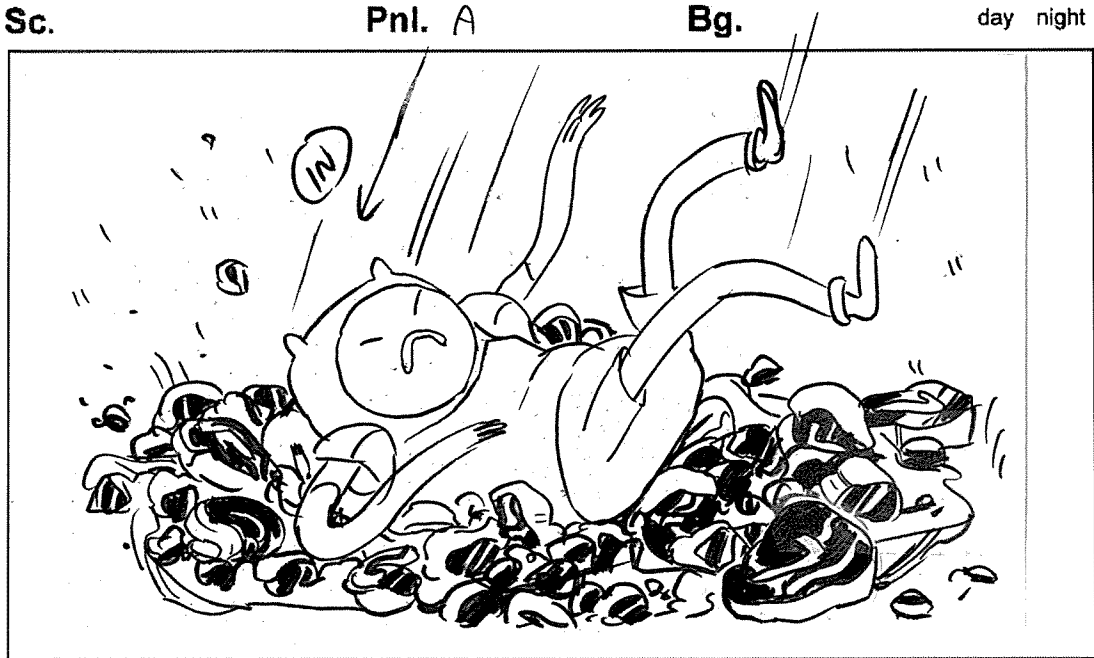
F IS FALLING &
FALLING

Production :

EPISODE #

100871

ADVENTURE TIME



Dialog:

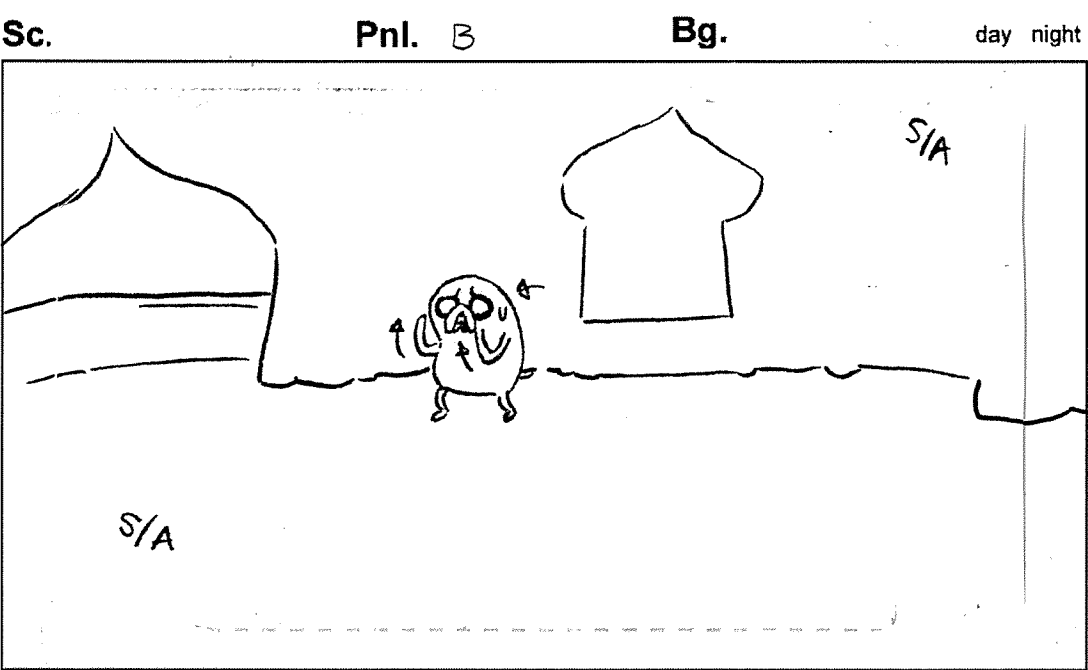
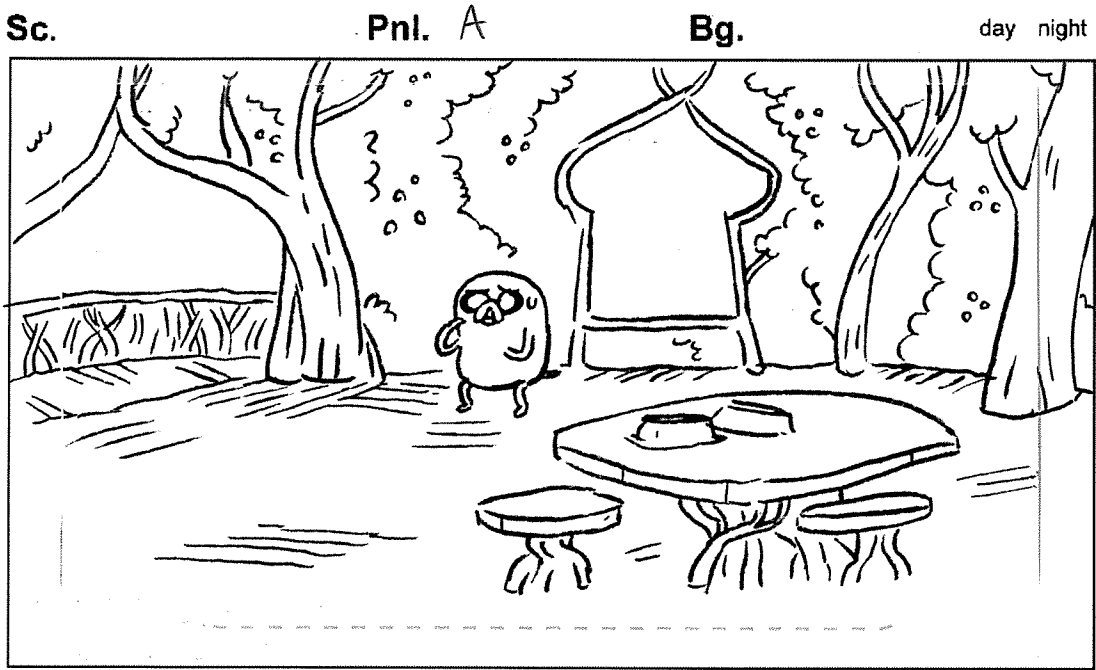
Action: FINN FALLS INTO THE PILE OF MEAT (FROM THE SACK THAT HIT THE GROUND + BURST EARLIER)

Timing:

100871
EPISODE #
Production :

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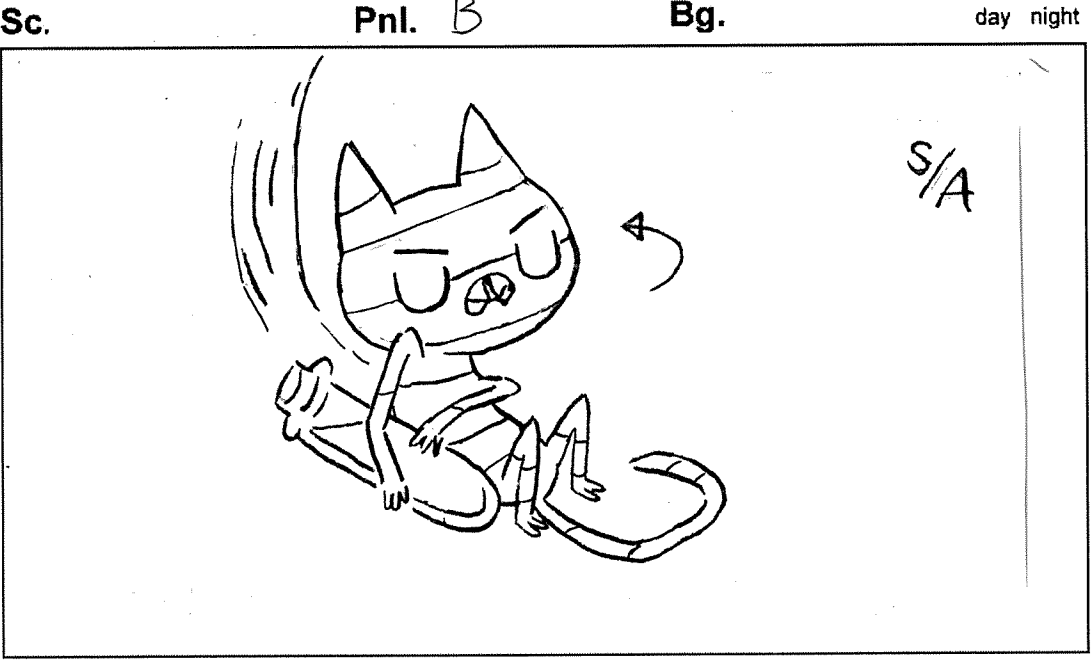
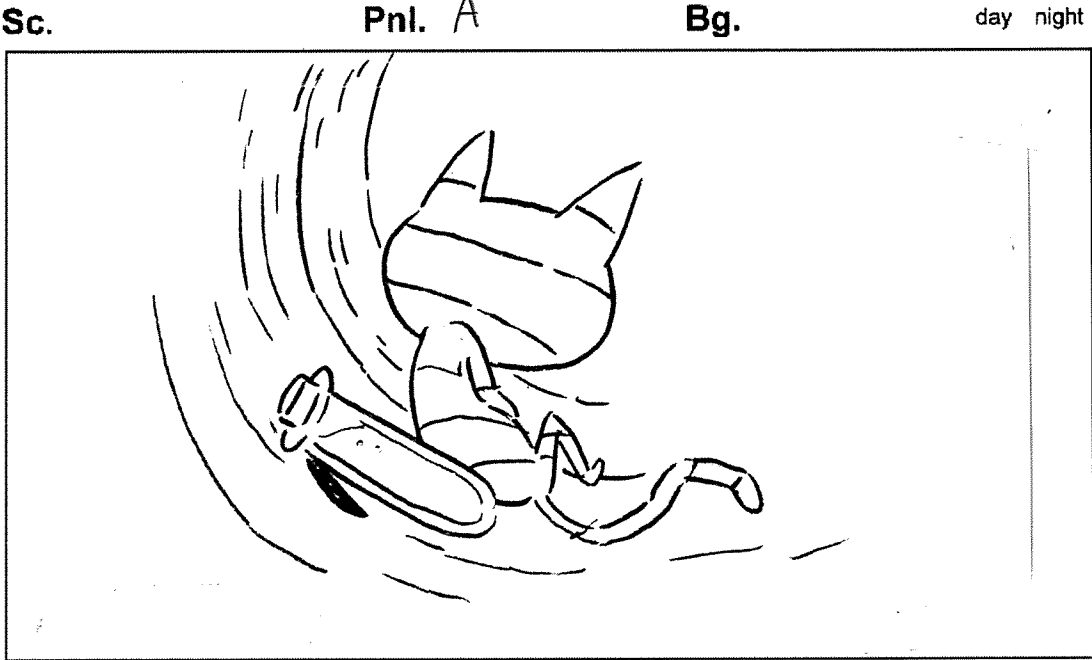
ADVENTURE TIME



Dialog:	↓: (WHISPERING) ME-MOW ...	↓: ... STILL ASLEEP?
Action:	JAKE TURNS AWAY FROM THE WINDOW.	
Timing:		

100871
EPISODE #
Production :

ADVENTURE TIME



Dialog:

MM: [SNORING] ZZZ

MM: (FAST SLEEP-TALKING) GONNA' DOUBLE CROSS
JAKE N' LEAVE HIM TO DIE ... ZZZ

Action:

ME-MOW ROLLS OVER IN HER SLEEP.
ME-MOW DRAPES HER ARM OVER VIAL.

Timing:

100871

EPISODE #

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ADVENTURE TIME



Page 124

Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:

J: (NERVOUS BREATHING)

SFX: * VOIP *

Action:

JAKE SHRINKS HIS ARM DOWN.

Timing:

100871

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ADVENTURE TIME



Page 125

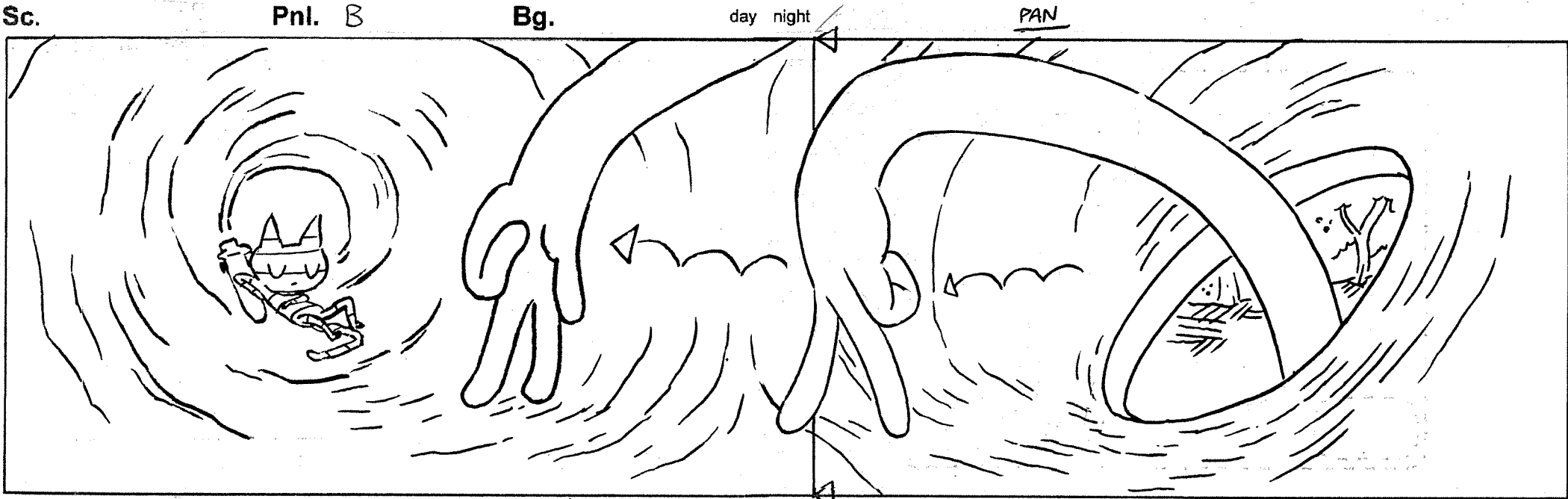
Sc.	Pnl. C	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	J: UHH	J: [ASTRONAUT SOUNDS] KUHH-KUHH
Action:	JAKE'S ARM STRETCHES TOWARDS HIS NOSE	
Timing:		

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ADVENTURE TIME



Dialog: STOP PAN START

Action: JAKE'S HAND TIPTOES THROUGH NASAL PASSAGE
PAN W/ ACTION.

Timing:

Production : EPISODE # 100871

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

(S/A)

Sc. Pnl. D Bg. day night

(S/A)

Dialog:

J: [ASTRONAUT MOONWALK SOUNDS]

Action:

JAKE'S HAND GRACEFULLY BOUNDS OVER TO ME-MOW.

Timing:

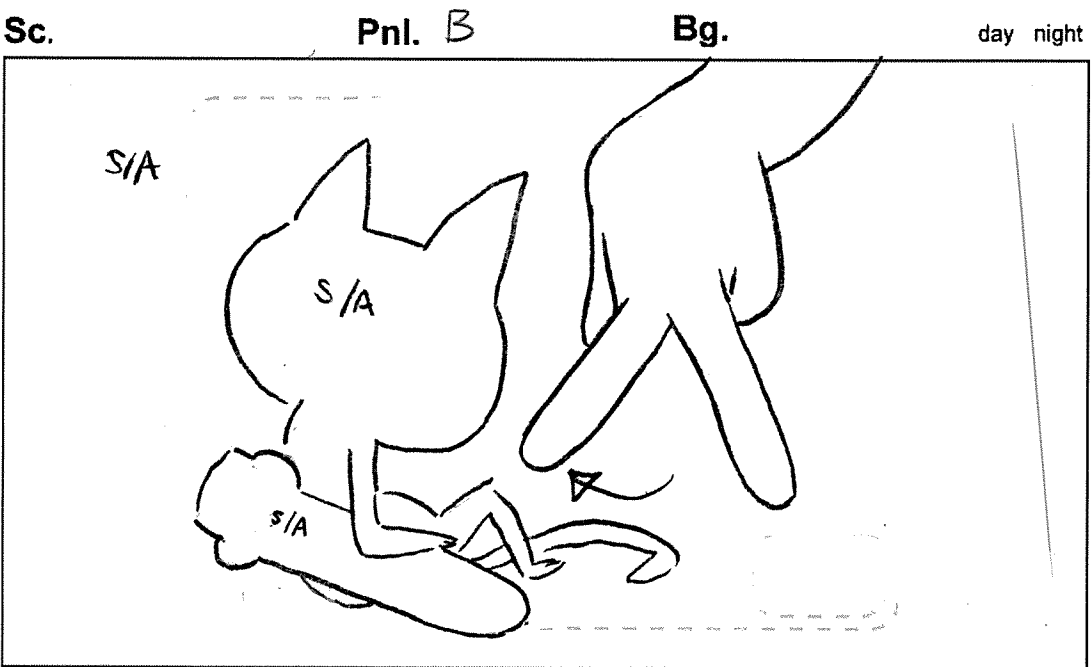
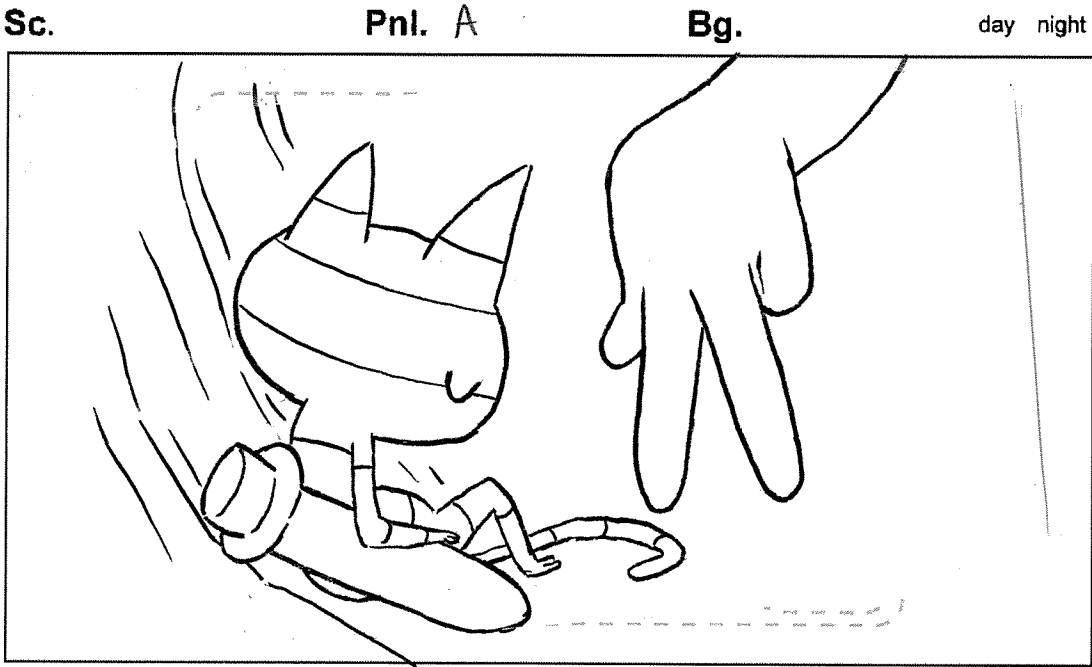
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ADVENTURE TIME



Dialog:
Action:
Timing:

JAKE'S FNGER CAUTIOUSLY REACHES TOWARDS ME-MOW.

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ADVENTURE TIME



Sc.

Pnl. C

Bg.

day night

S/A

Sc.

Pnl. D

Bg.

day night

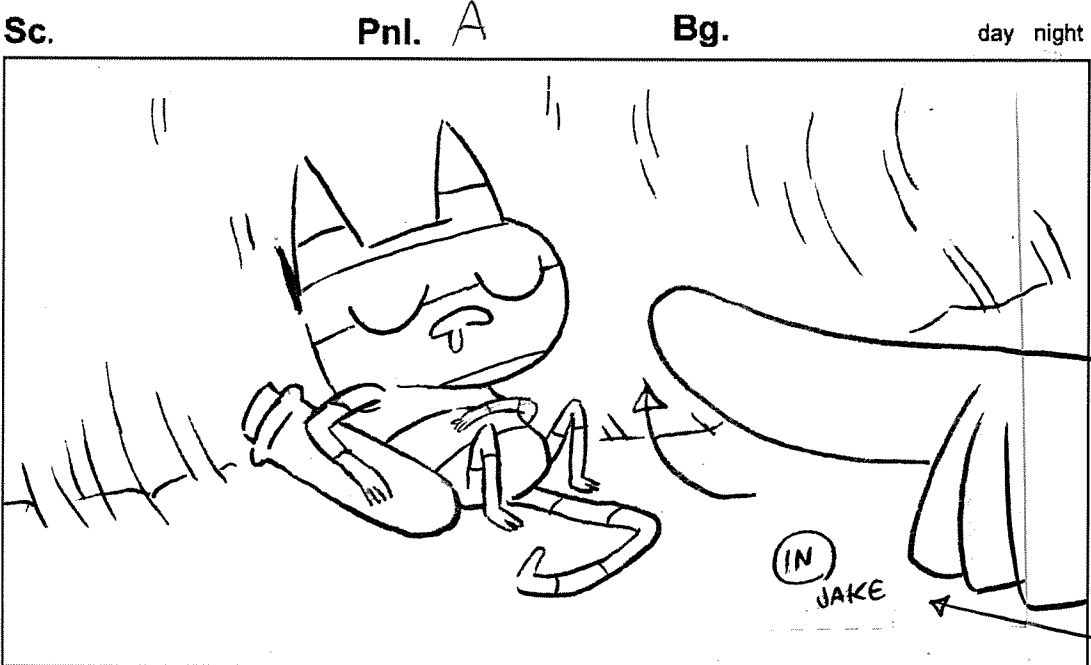
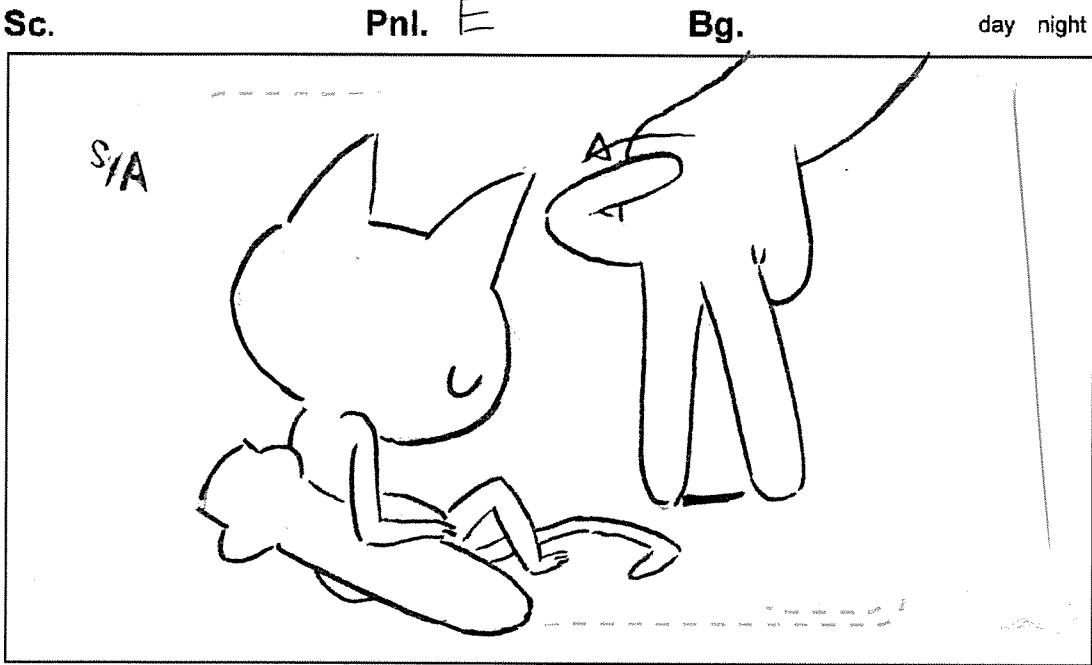
S/A

Dialog:	
(c/s) J: [GASP]	
SFX: * SNKT *	
Action:	
ME-MOW POPS HER CLAWS OUT	
SFX: * SKRTCH-SKRTCH ! *	
ME-MOW SCRATCHES THE BACK OF HER HEAD.	
Timing:	

100871
EPISODE #
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ADVENTURE TIME



Dialog:	J: PHEW	(Whisper) J: If I can just grab that antidote.
Action:	JAKE WIPES HIS "BROW" WITH HIS THUMB.	JAKE'S HAND APPROACHES MEMOW FROM OFF/S
Timing:		

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

S/A

Sc. Pnl. C Bg. day night

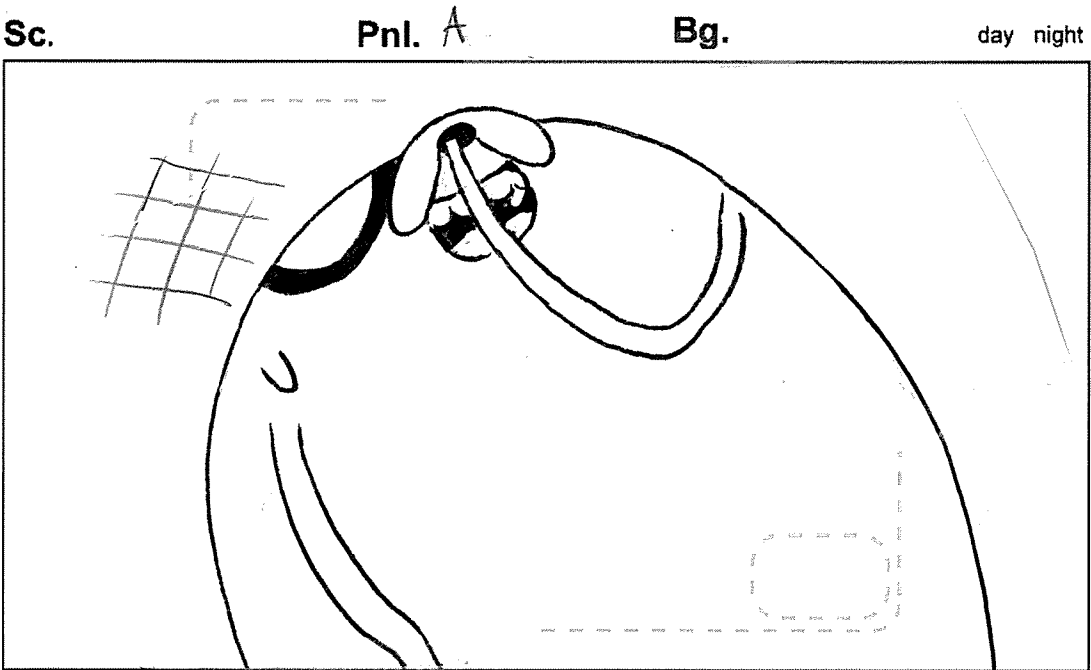
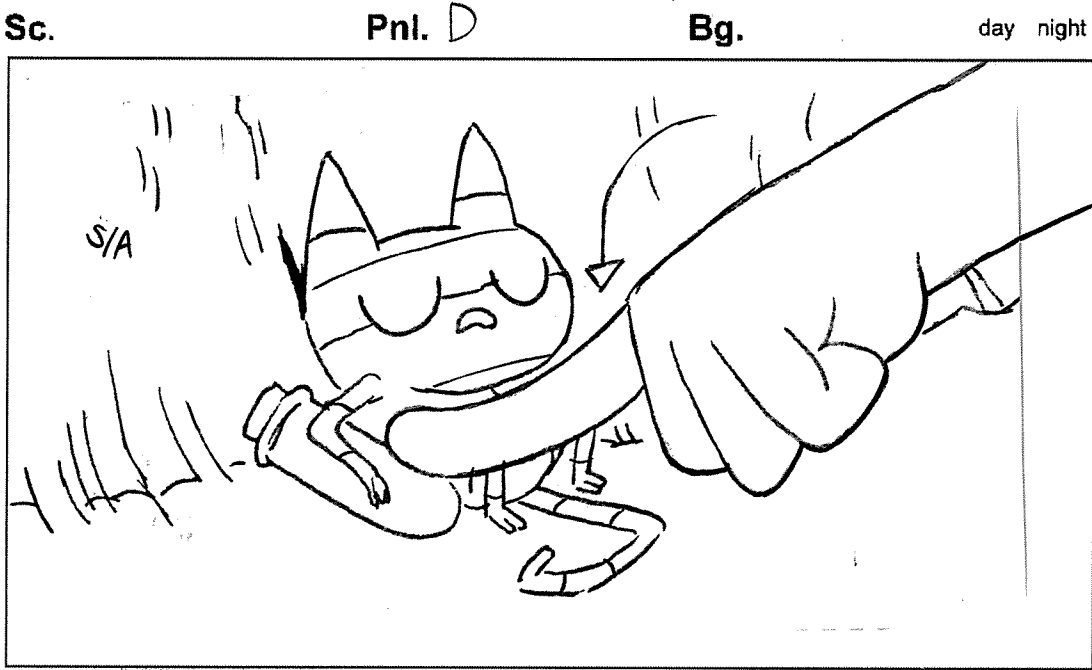
S/A

Dialog:	SFX: * WHAP! WHAP! *	SFX: * JAB JAB *
Action:	JAKE POKES ME-MOW IN THE FACE.	
Timing:		

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ADVENTURE TIME



Dialog:

SFX: * TINK *

↓: (WHISPER) AH-HAAA ...

Action:

JAKE'S FINGER LANDS ON THE VIAL.

Timing:

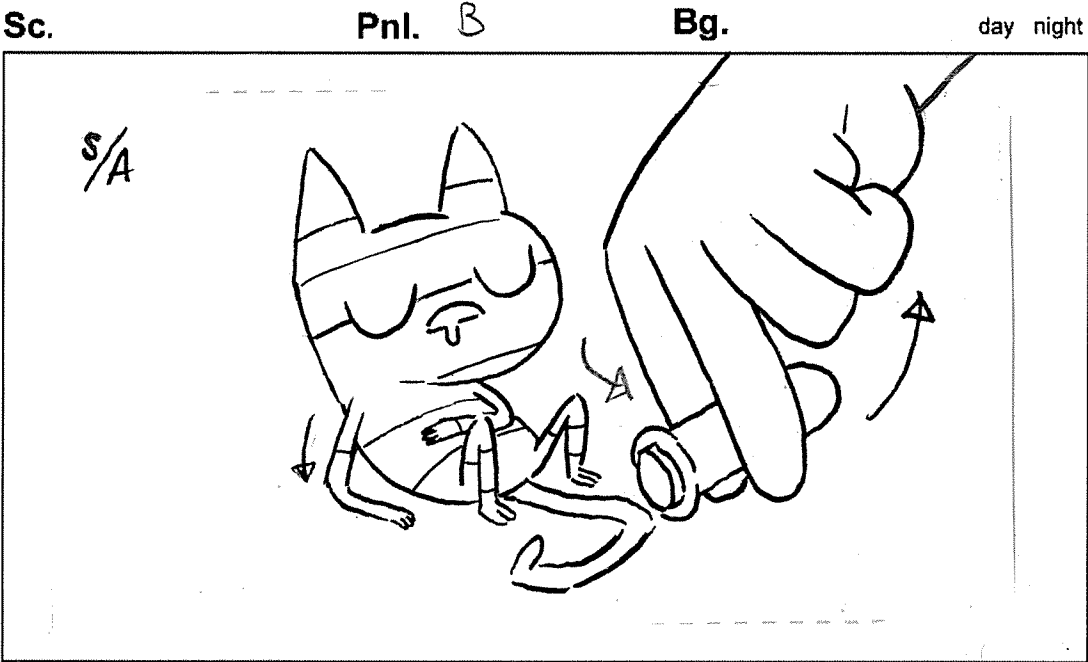
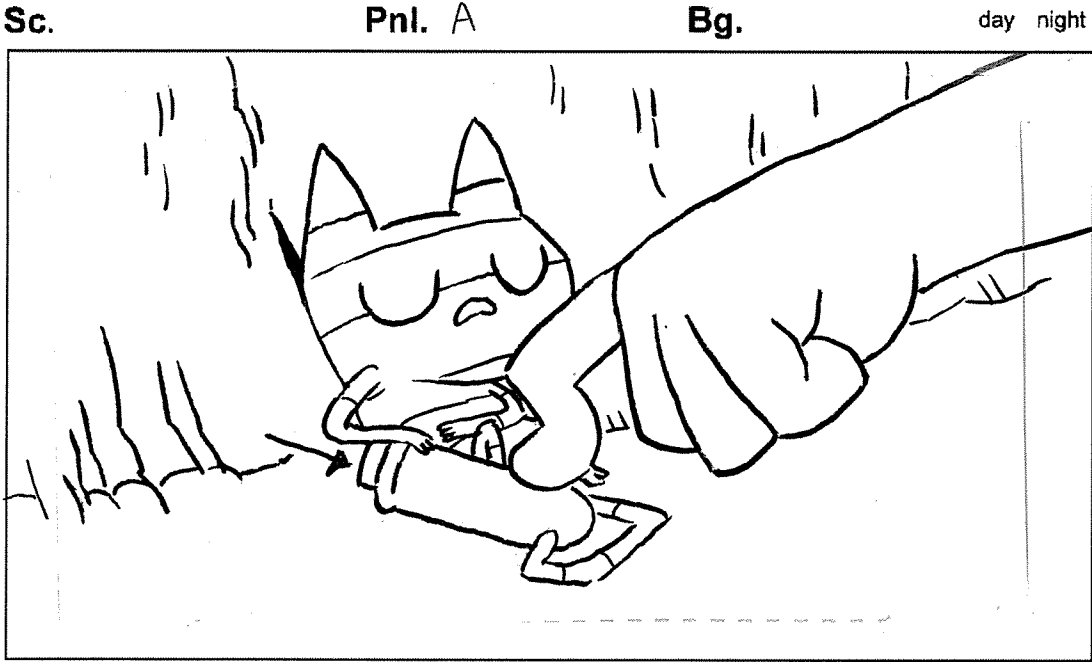
100871

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	
<u>SFX</u> : * GLASS SQUEAKING*	<u>SFX</u> : * THPP! *
Action:	
JAKE SLIDES THE VIAL OUT FROM UNDER MEMOW'S ARM	ME-MOW'S ARM DROPS TO THE GROUND. JAKE PICKS UP THE VIAL.
Timing:	

100871

EPISODE #

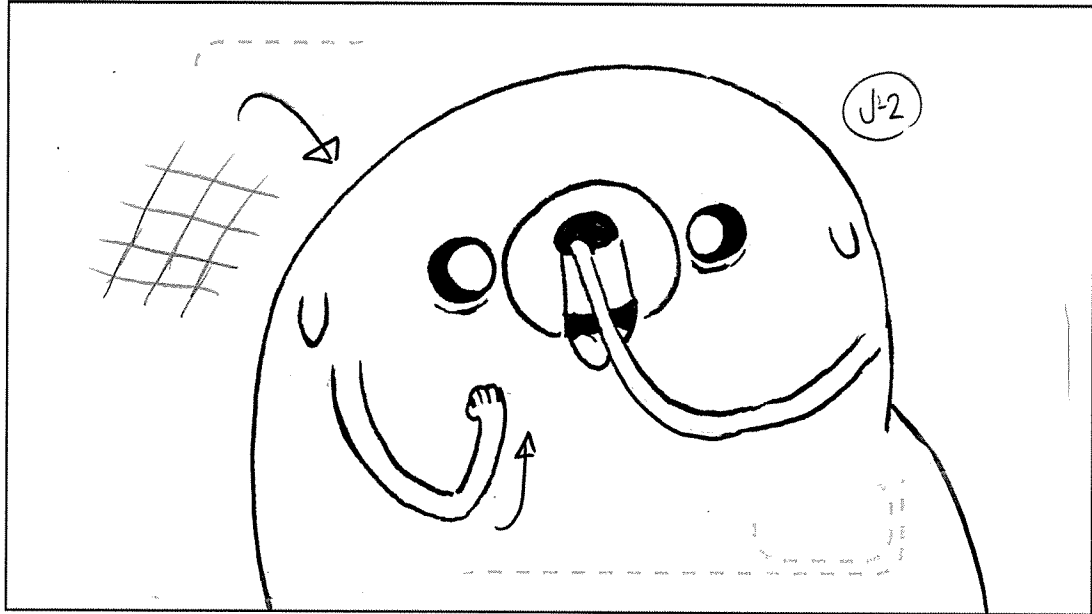
Production :

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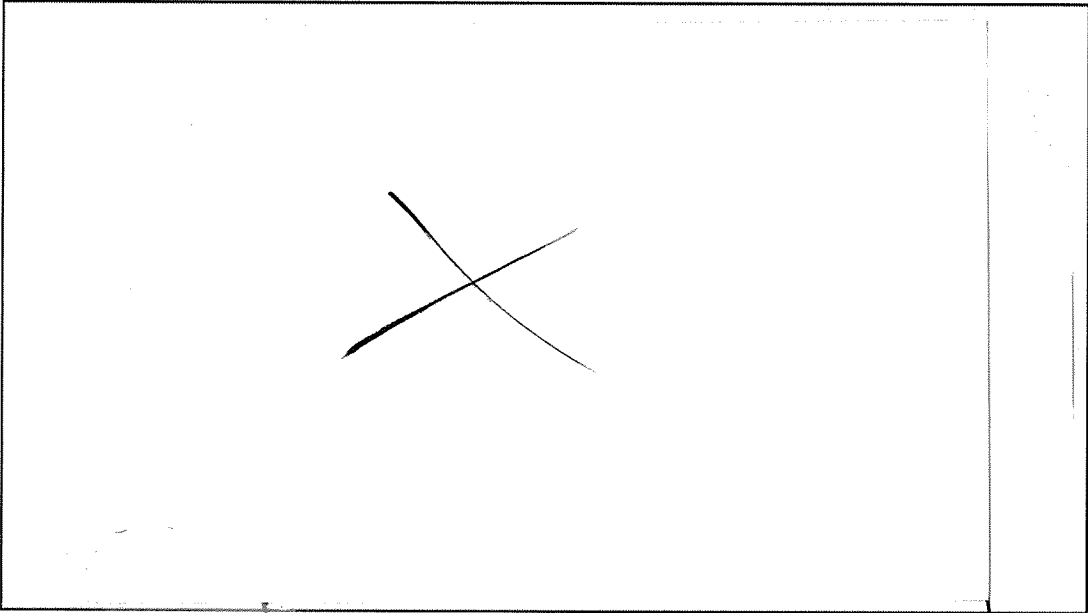
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

(J-2)
'5' (hushed) I did it!

SFX: * SLAP! *

Action:

JAKE PUMPS HIS FIST.



JAKE SLAPS HIS MOUTH SHUT.

Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:
MM : (LIP SMACKING) PUPPY ... HOODIES ... ZZZ

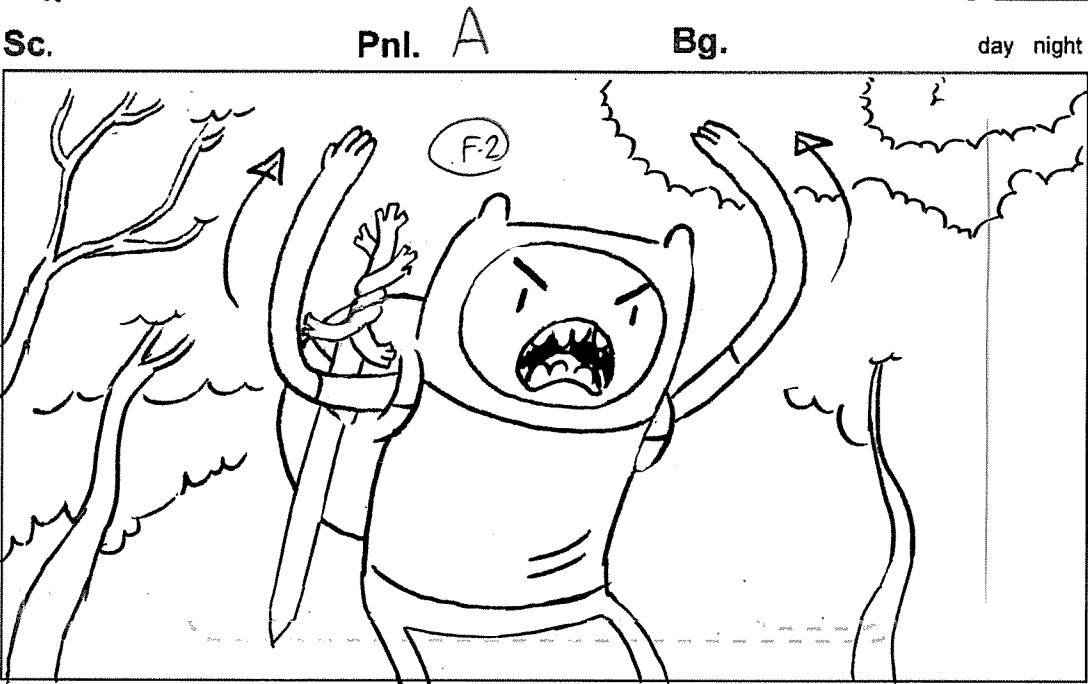
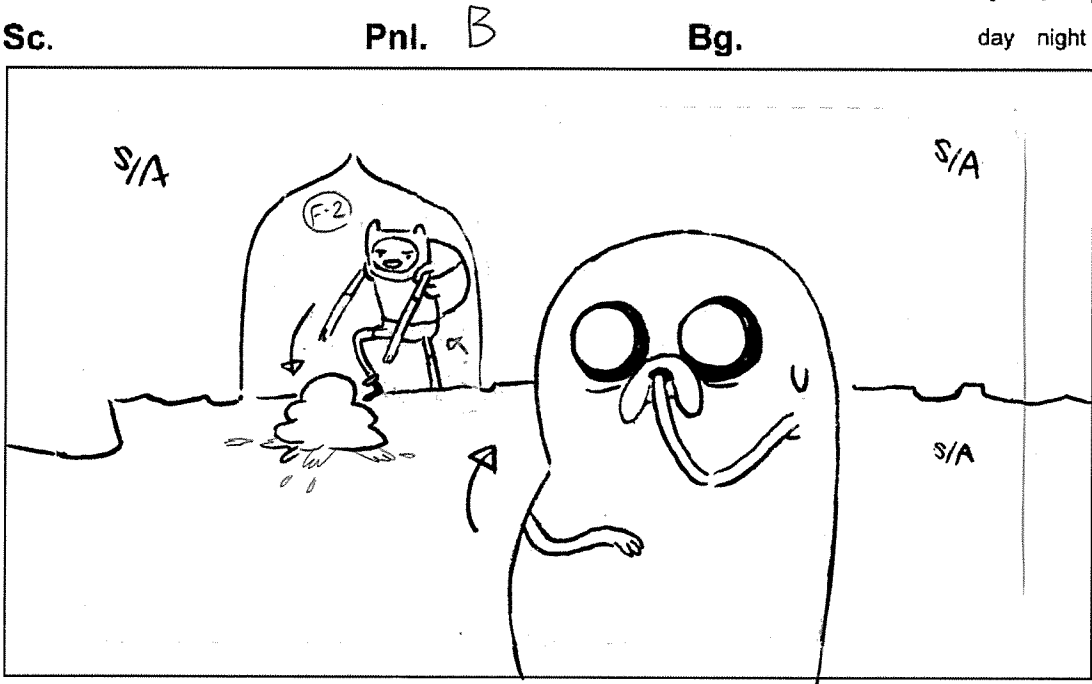
Action:

Timing:

100871
EPISODE #
Production :

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ADVENTURE TIME



Dialog:

E: WHUP...

SFX: * SMACK! *

Action:

FINN RUSHES UP STAIRS

FINN SLAMS DOWN THE CRUSHED MEAT SACK.

FINN TURNS & THROWS HIS ARMS UP IN FRUSTRATION.

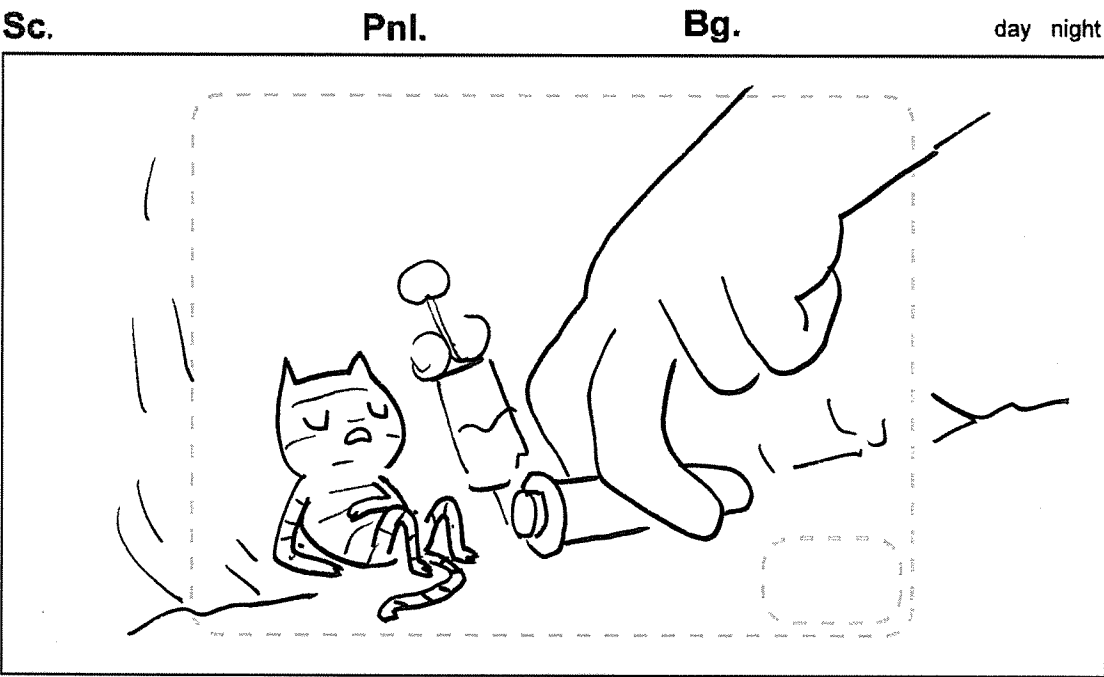
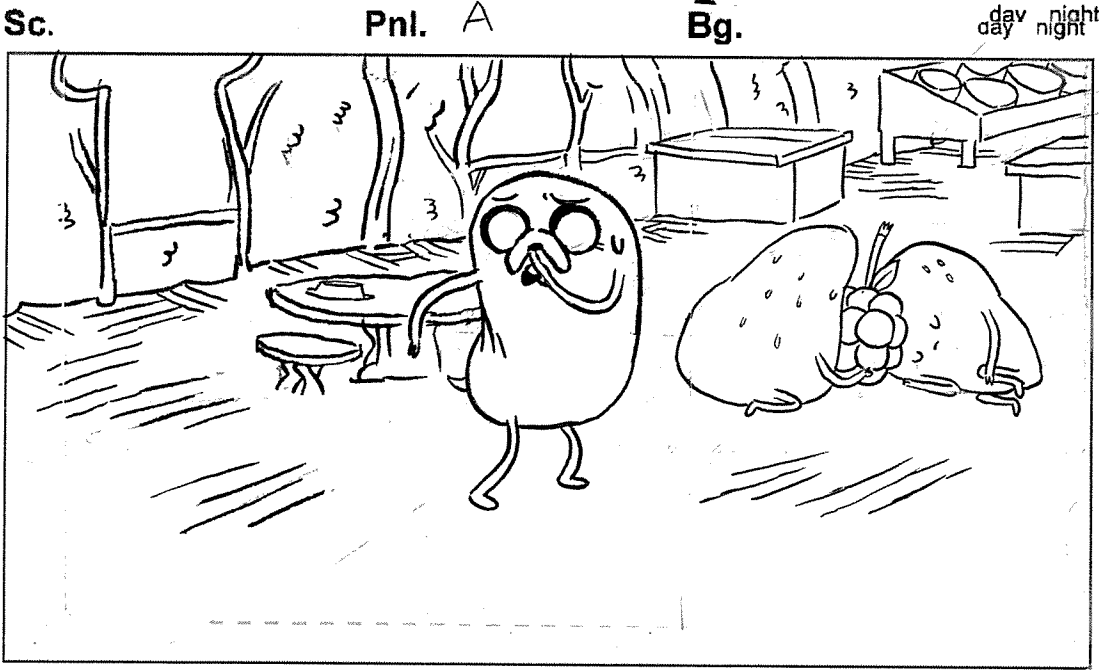
Timing:

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ADVENTURE TIME



EPISODE #

⑤ (stuffy) noooo!!!	
Action:	JAKE TWISTS AROUND
Timing:	

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

MM : TREACHERY!

Action:

2. sees Jake's fingers

ME-MOW RAISES THE SYRINGE UP HIGH.

Timing:

EPISODE #

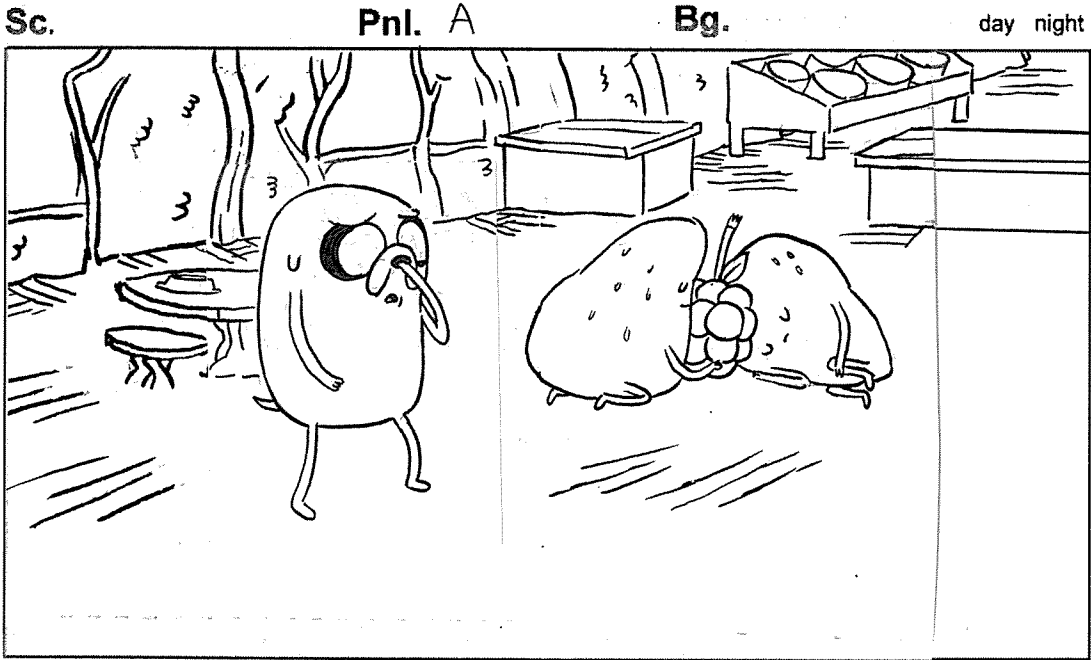
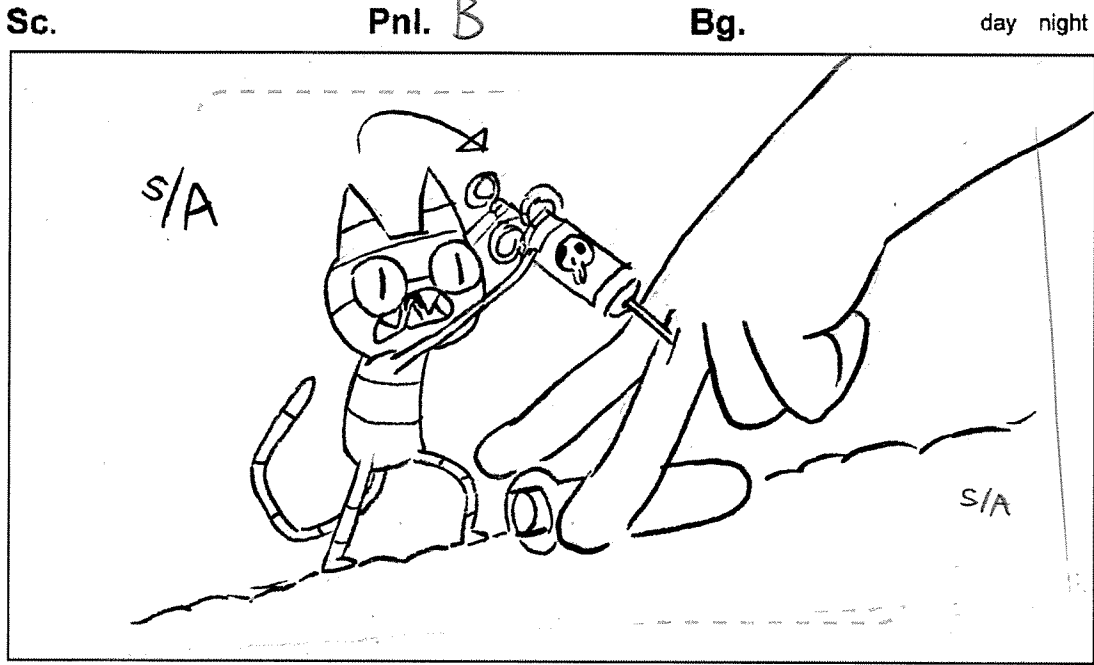
Production :

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ADVENTURE TIME



Page 138



Dialog:

MM:

H-YAAA!!

Action:

ME-MOW STABS JAKE'S FINGER.

Timing:

100871

EPISODE #

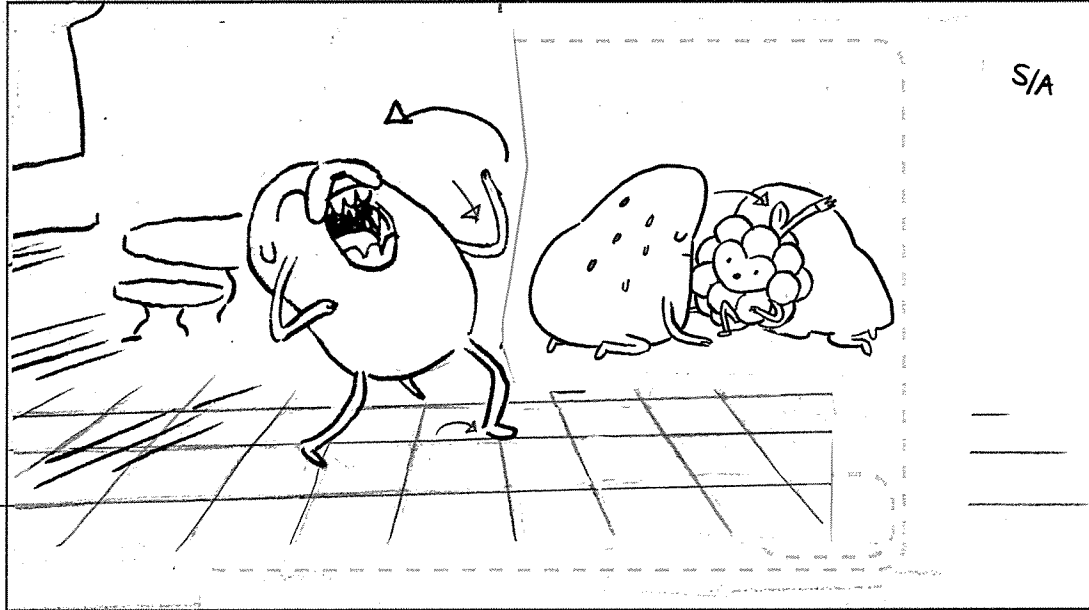
Production :

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ADVENTURE TIME




Sc. Pnl. B Bg. day night



S/A

Sc. Pnl. A Bg. day night



Dialog:

J: OOOGH.

Action:

- JAKE RECOILS IN PAIN.
- WILDBERRY LOOKS UP.

Timing:

MM: TIME'S RUNNING OUT, JAKE!
DO YOU WANT THE ANTIDOTE
OR NOT?

100871

EPISODE #

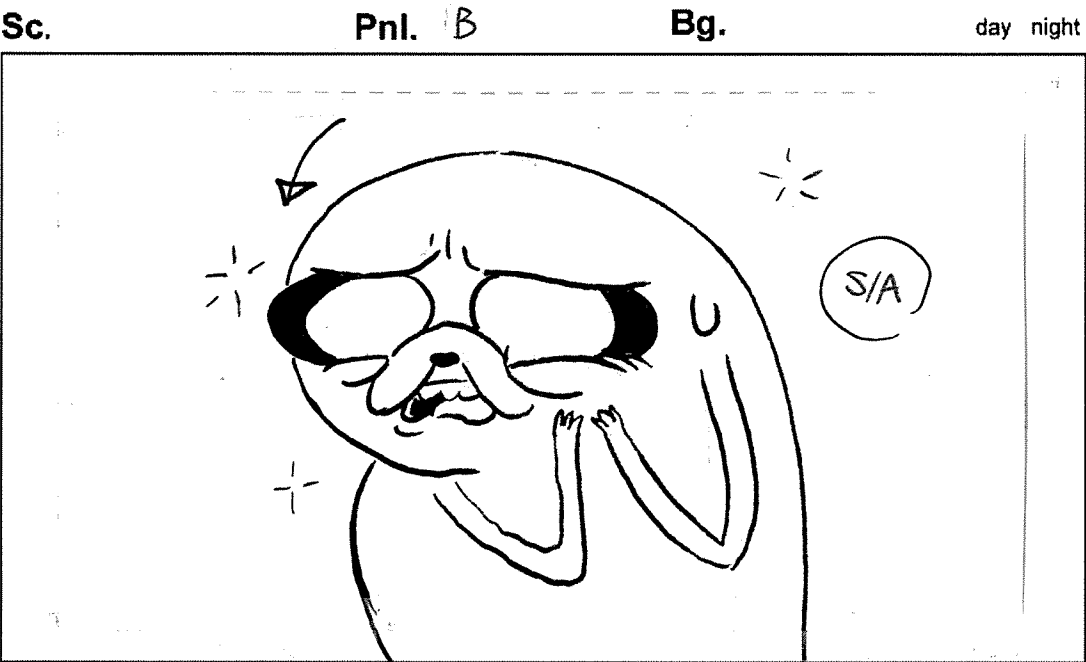
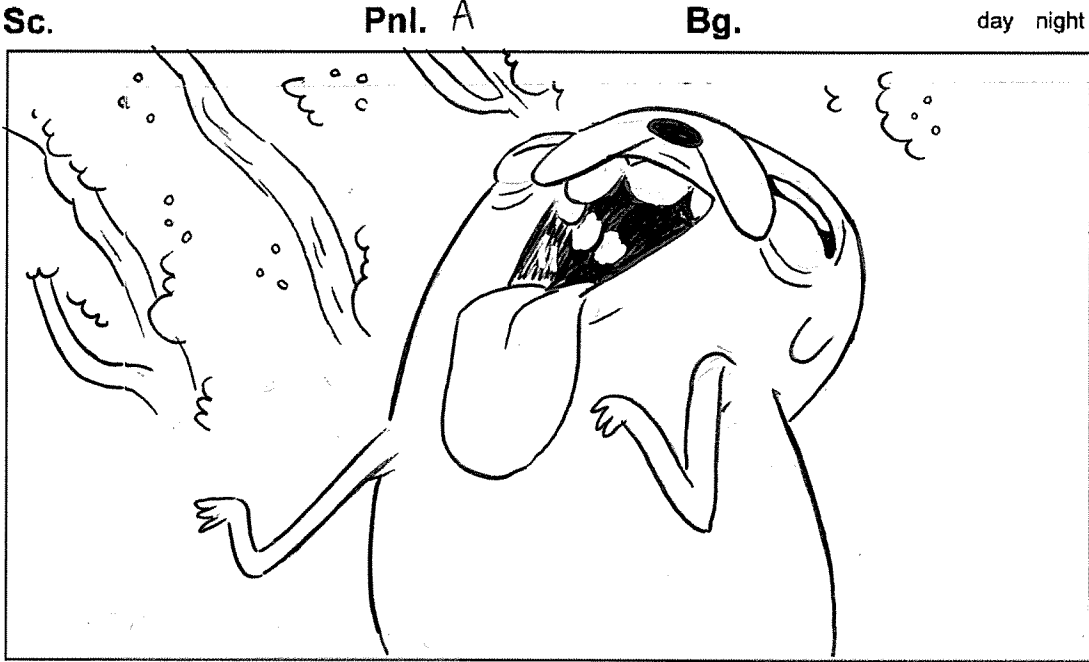
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ADVENTURE TIME



Page 140



Dialog:	
J: [GROAN]	J: (WHISPERING) 'M SORRY- I'LL BE...BAD
Action:	
JAKE'S LIMBS TWITCH.	JAKE'S HEAD FLOPS FORWARD.
Timing:	

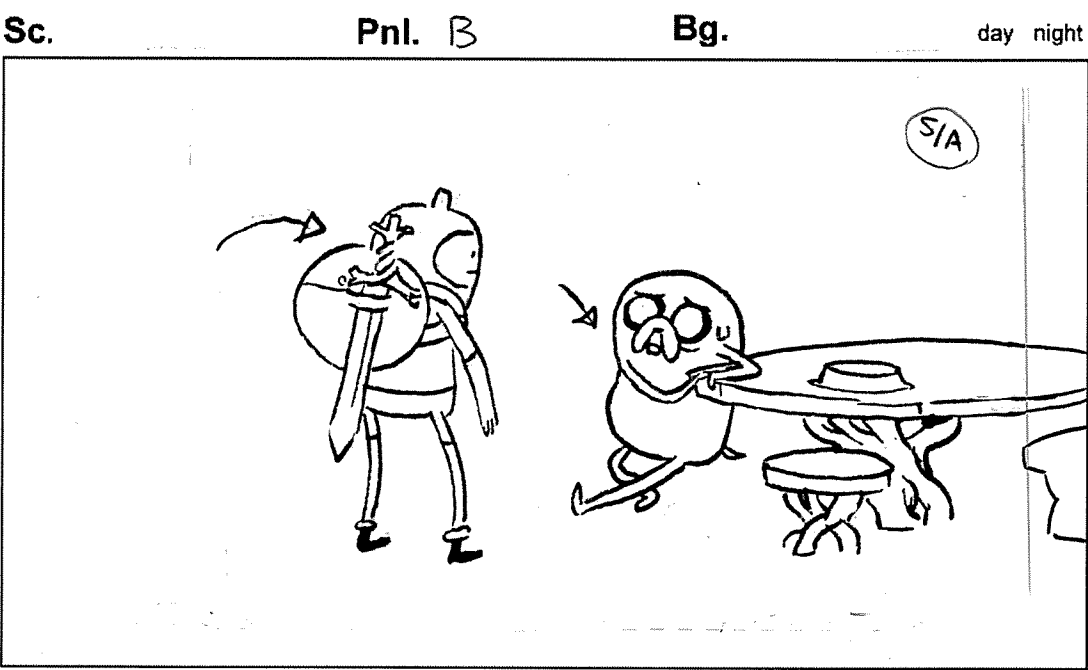
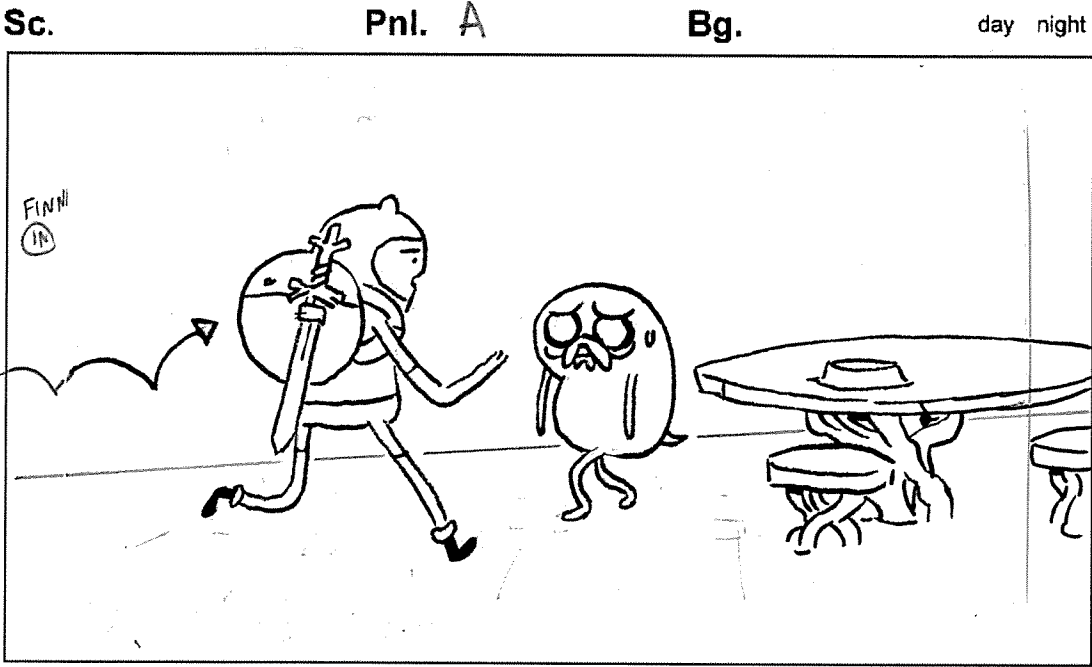
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ADVENTURE TIME



Dialog:

F: WHAT IS WRONG WITH YOU

Action:

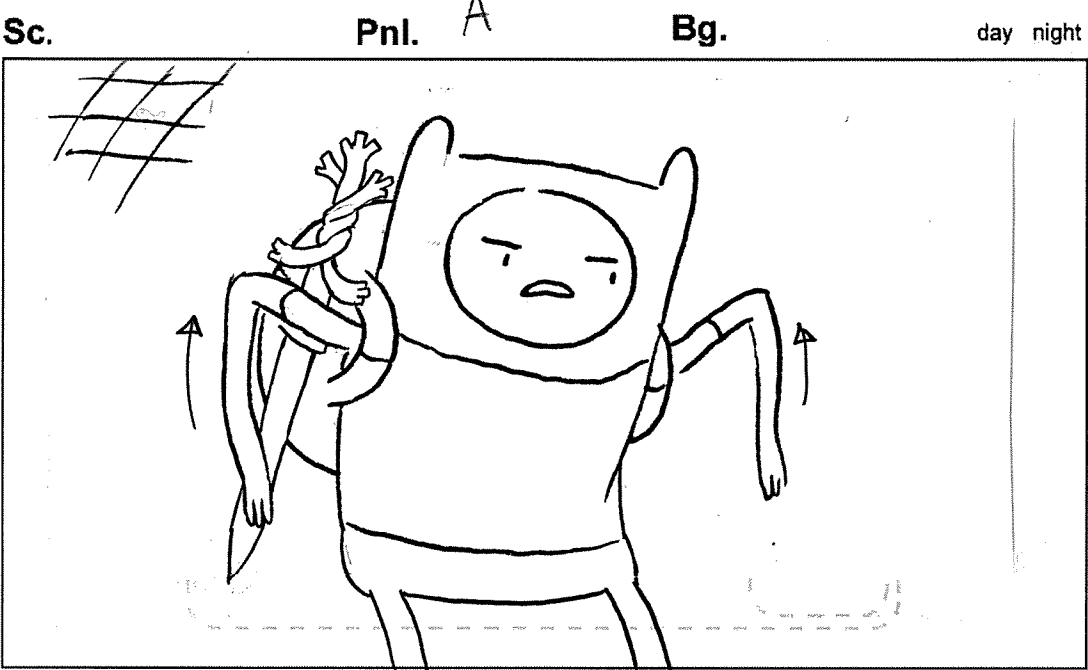
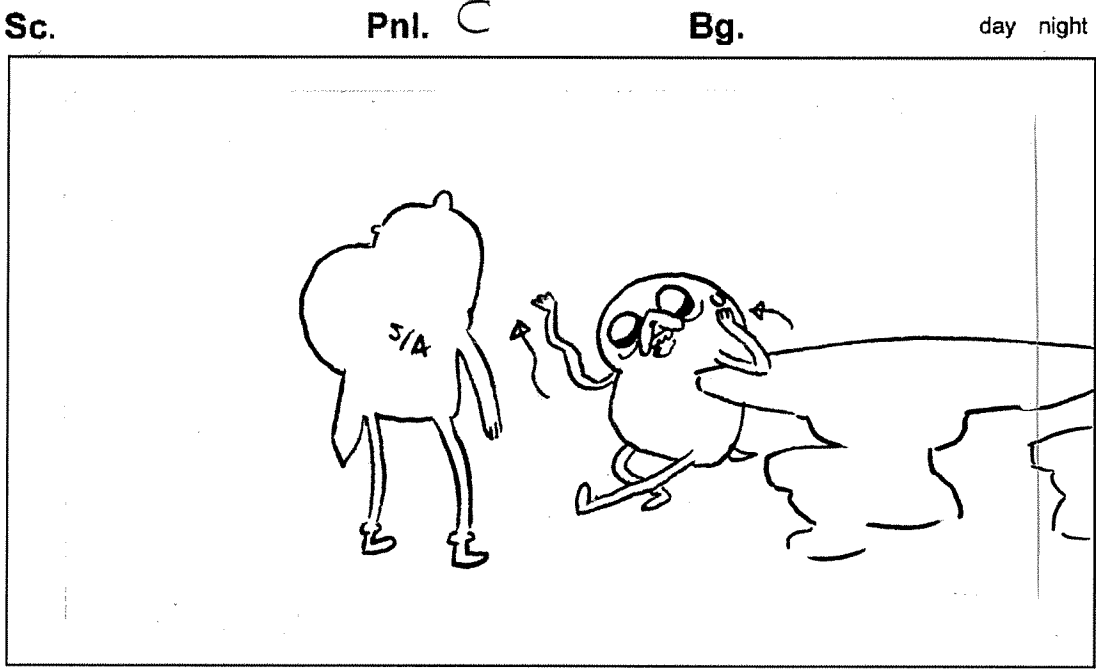
· FINN WALKS ON/S · JAKE SLUMPS AGAINST THE TABLE.

Timing:

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ADVENTURE TIME

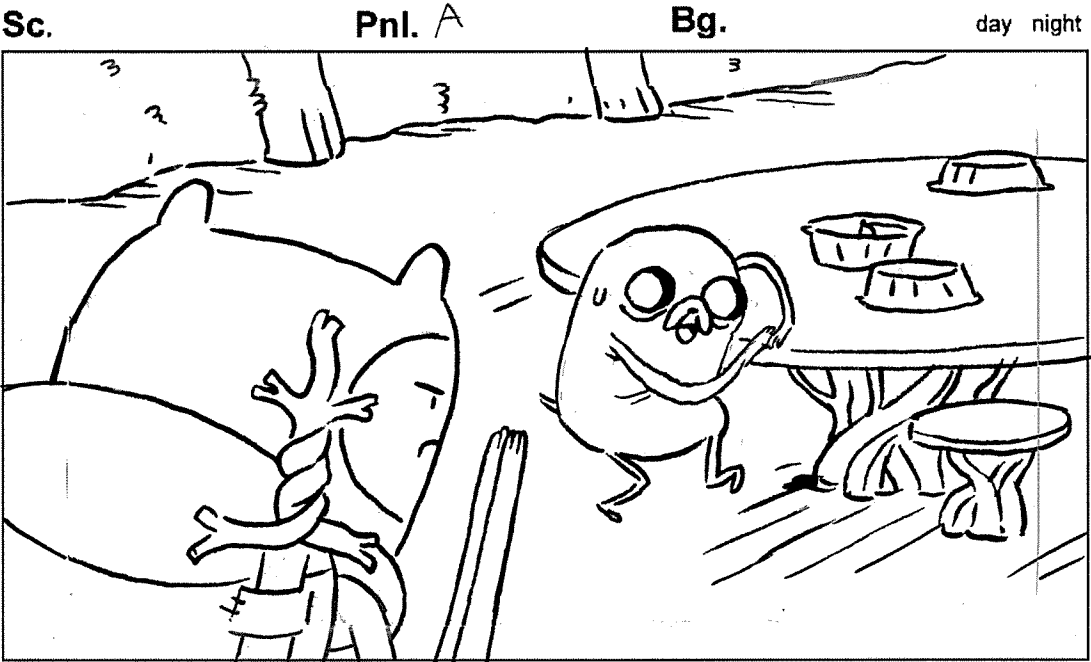
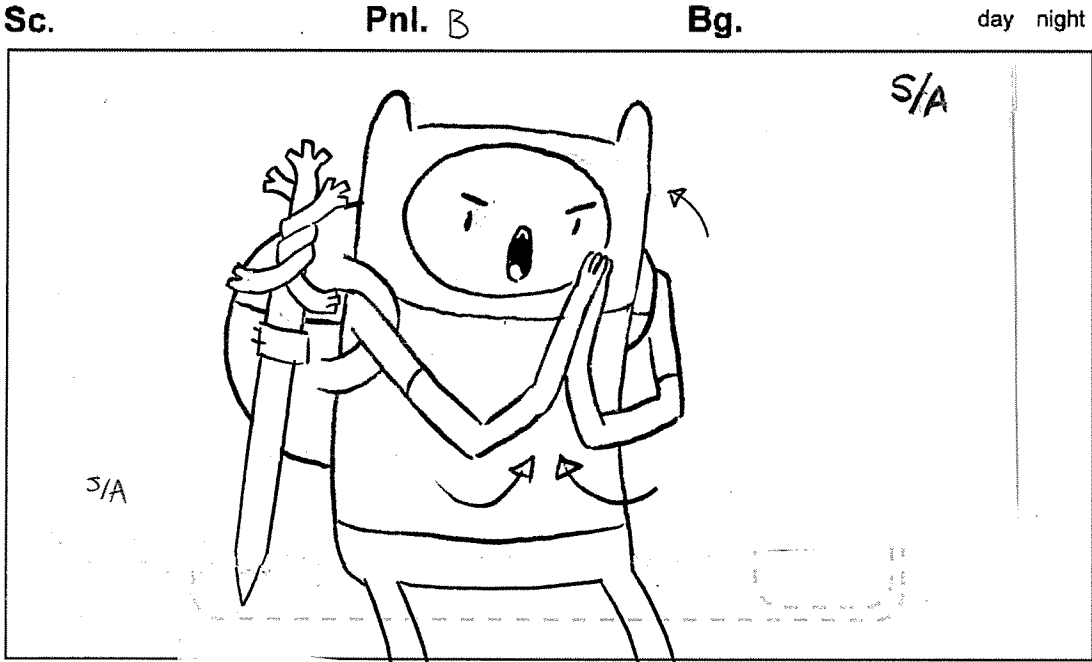


Dialog:	
J: HEY, EBRYBODY. EVERYTHING'S COO	F: EVERYTHING'S <u>NOT</u> COOL...
Action:	
JAKE ACTS CASUAL.	FINN GETS HUFFY
Timing:	

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ADVENTURE TIME



Dialog:

F: Wildberry Princess' still in danger!

SFX: * FWK *

J: (GROGGY) RIGHT, RIGHT

Action:

FINN CLAPS HIS HANDS TOGETHER

Timing:

100871

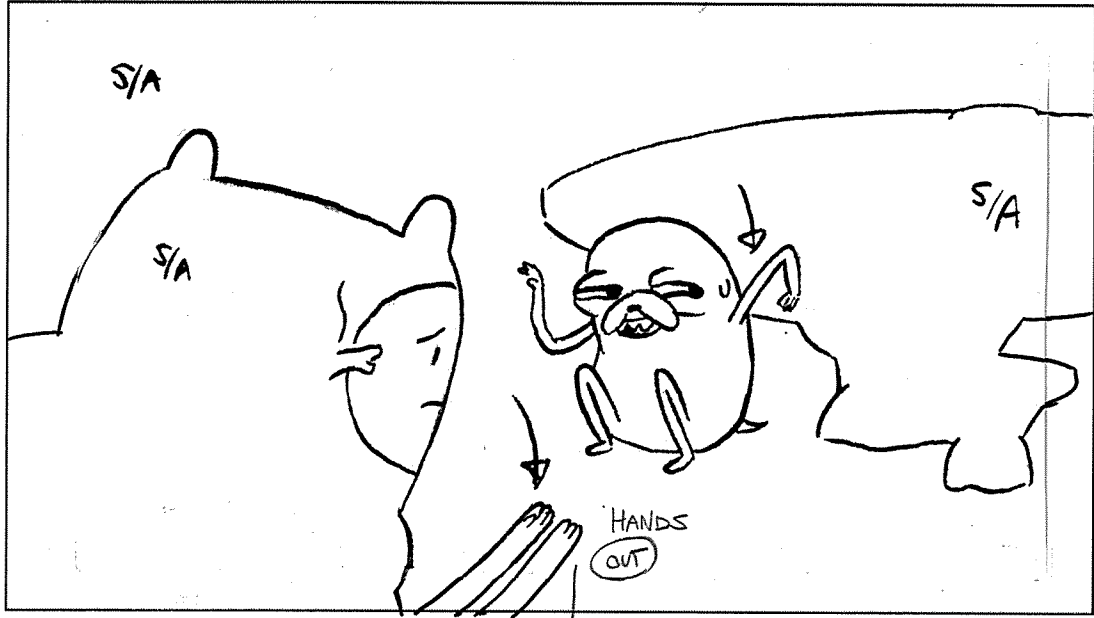
EPISODE #

Production :

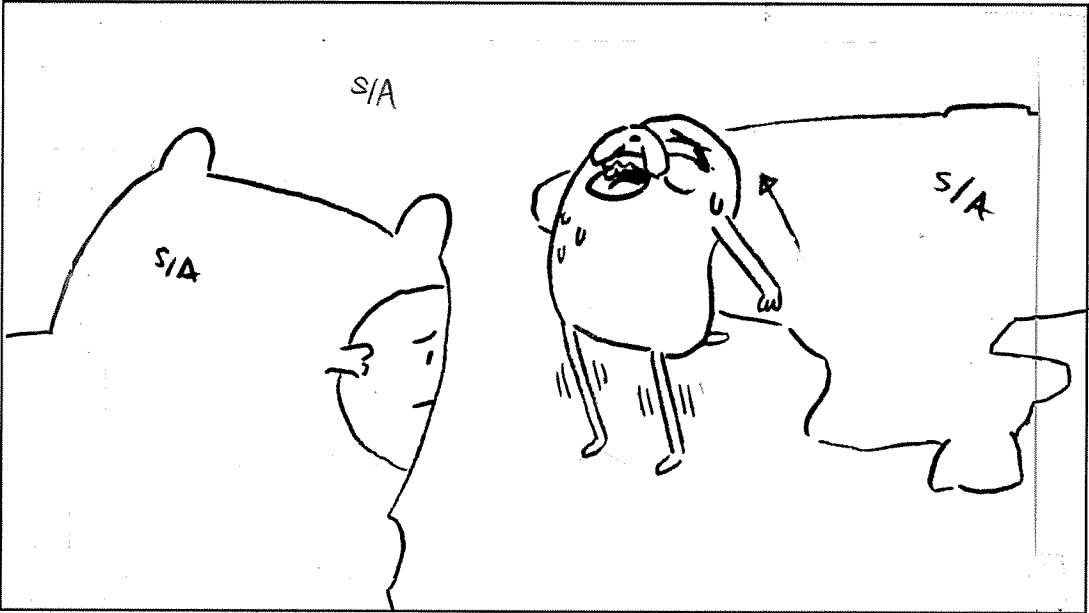
ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

J: WE SHOULD TAKE HER SOMEWHERE SAFER... J: (STRAINING) ERRRR!!

Action:

- JAKE'S LEGS BUCKLE BENEATH HIM.
- FINN LOWERS HIS HANDS
- JAKE STRAINS TO RISE

Timing:

100871

EPISODE #

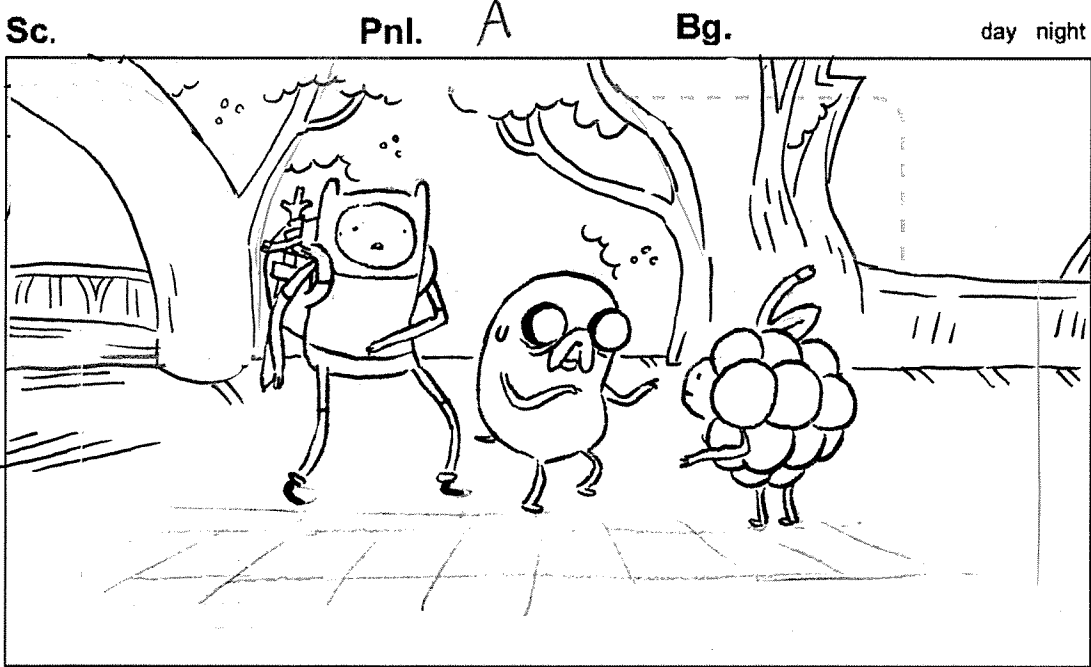
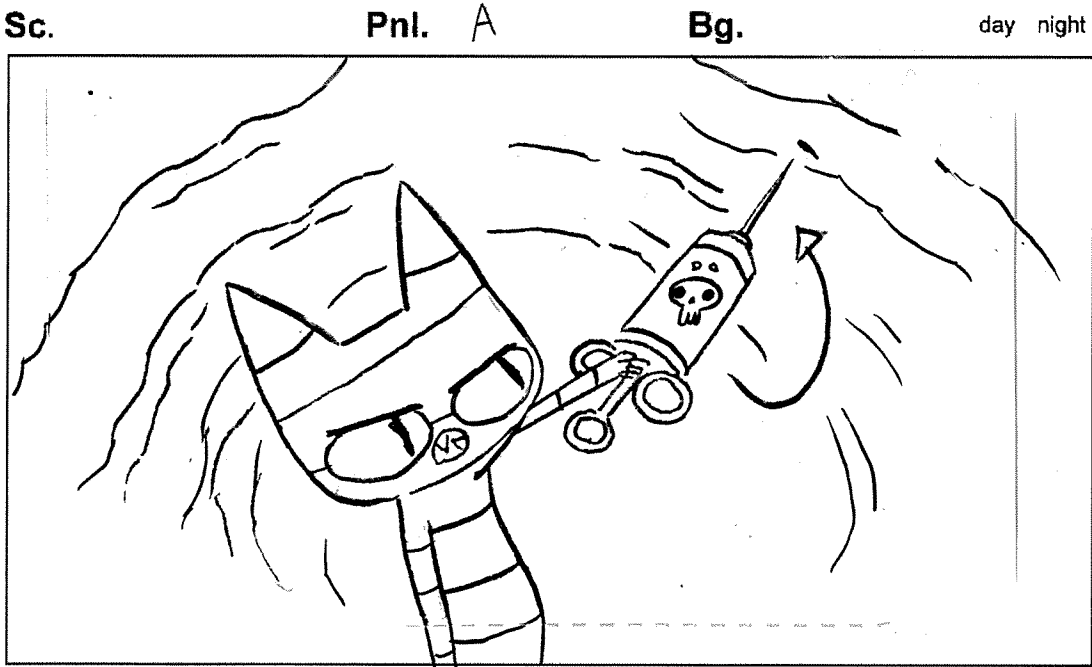
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ADVENTURE TIME



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Dialog:

MM: DON'T MAKE ME GIVE YOU
THE REST !

(GROGGY/CONFIDENT)

J: I KNOW WHERE TO STASH YOU, PRINCESH...

Action:

ME-MOW HOLDS SYRINGE AGAINST NASAL PASSAGE.

Timing:

100871

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ADVENTURE TIME



Page 146

Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night

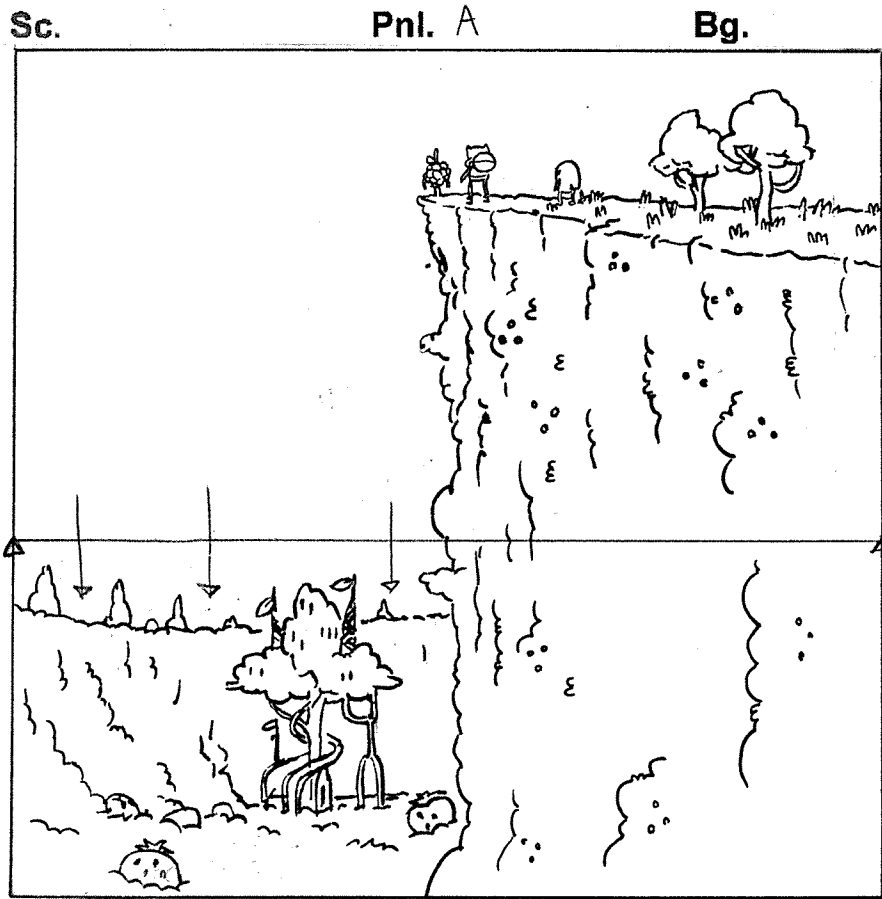
Dialog:	<p>J: FOLLOW ME! ...</p> <p>J: ...ooo...</p>
Action:	<p>JAKE CLUTCHES HIS TUMMY AS HE SHUFFLES OFF/S</p>
Timing:	

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ADVENTURE TIME



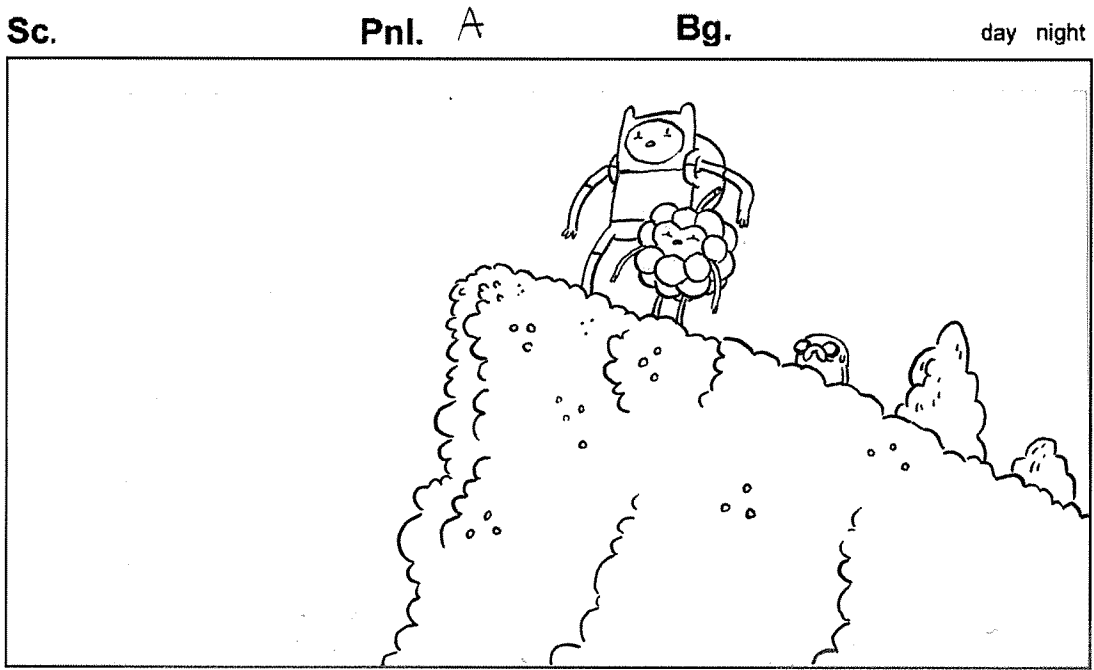
day night

STOP

PA

START

SFX: [WIND HOWLING] HOOOOOOO



day night

Action:

- PAN UP TO TOP OF CLIFF.
- BG PANS DOWN

Timing:

100871

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

- FINN & WILDBERRY MOVE TO THE EDGE OF THE CLIFF.

Timing:

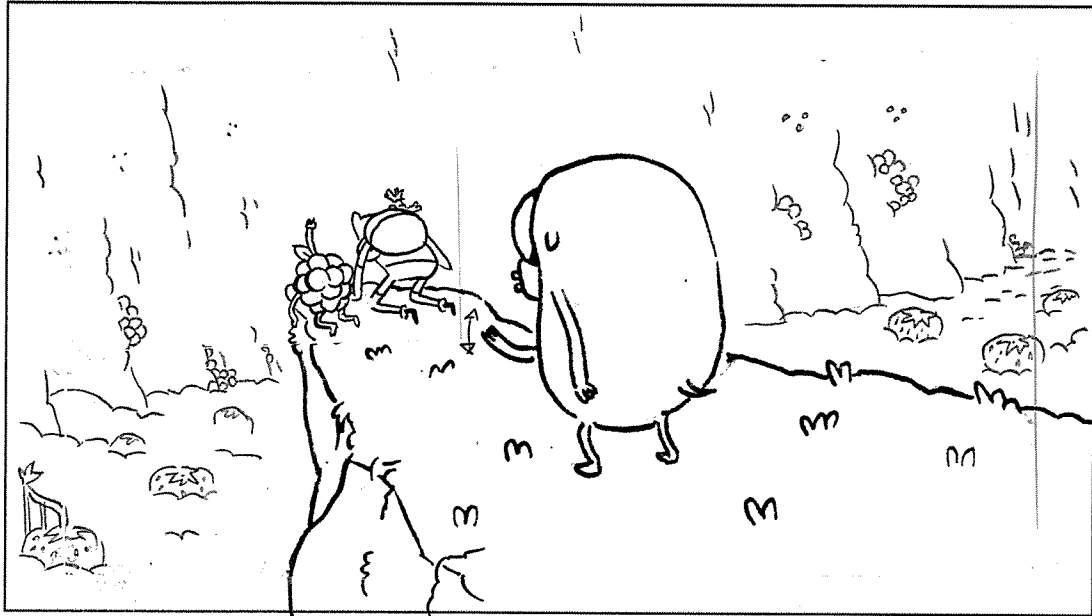
EPISODE # 100871 Production :

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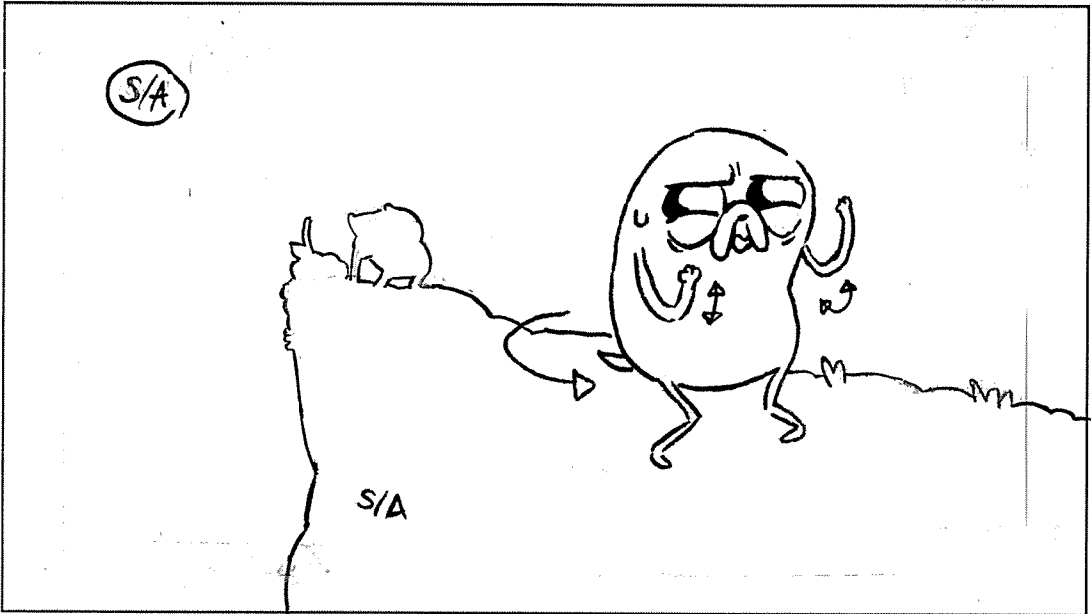
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<p>↓: (NERVOUS) THE <u>SAFEST</u> ...</p>	<p>↓: HERE, NOBODY CAN TAKE US BY SURPRISE.</p>
Action:	JAKE HOP/TURNS AND HOLDS UP HIS FISTS LIKE A BOXER.	
Timing:		

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ADVENTURE TIME



Page 150

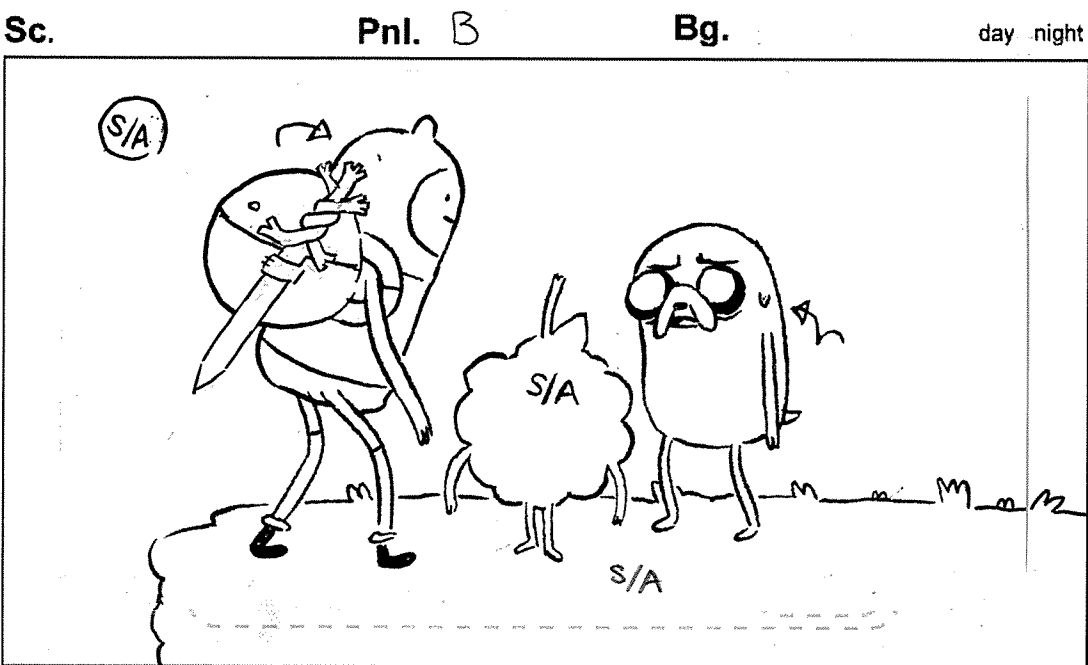
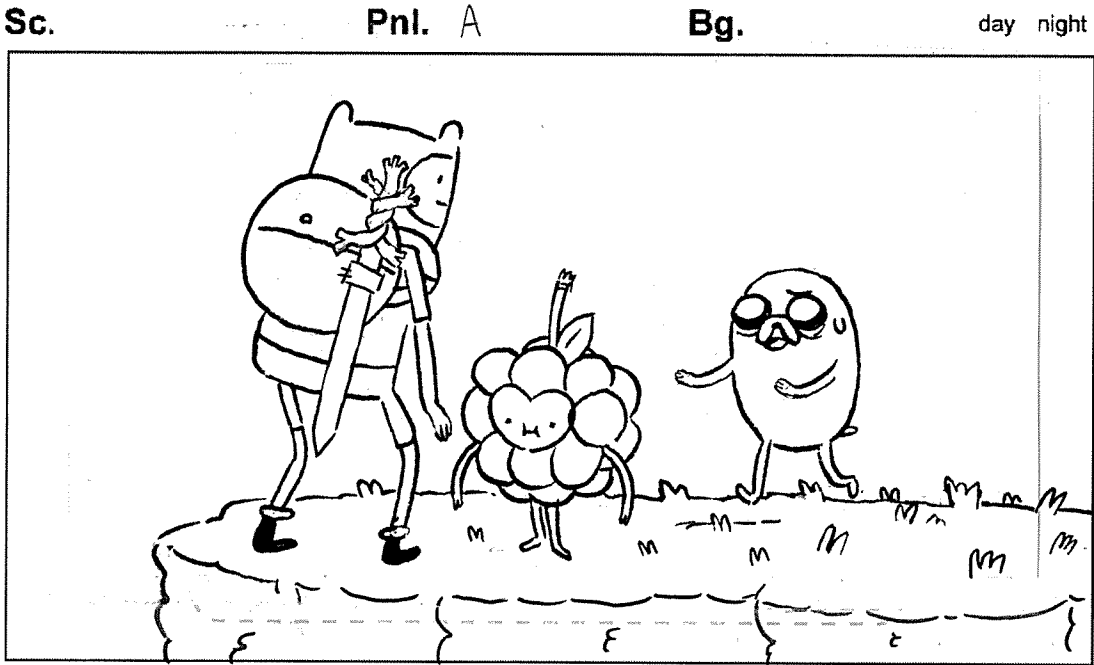
Sc.	Pnl. C	Bg.	day night	Sc.	Pnl. D	Bg.	day night

Dialog: ↓: FINN, STAND HERE WITH YOUR BACK TO THE CLIFF...
Action: • FINN STANDS UP. • WILDBERRY STANDS UP. • JAKE REELS TOWARDS FINN.
Timing:

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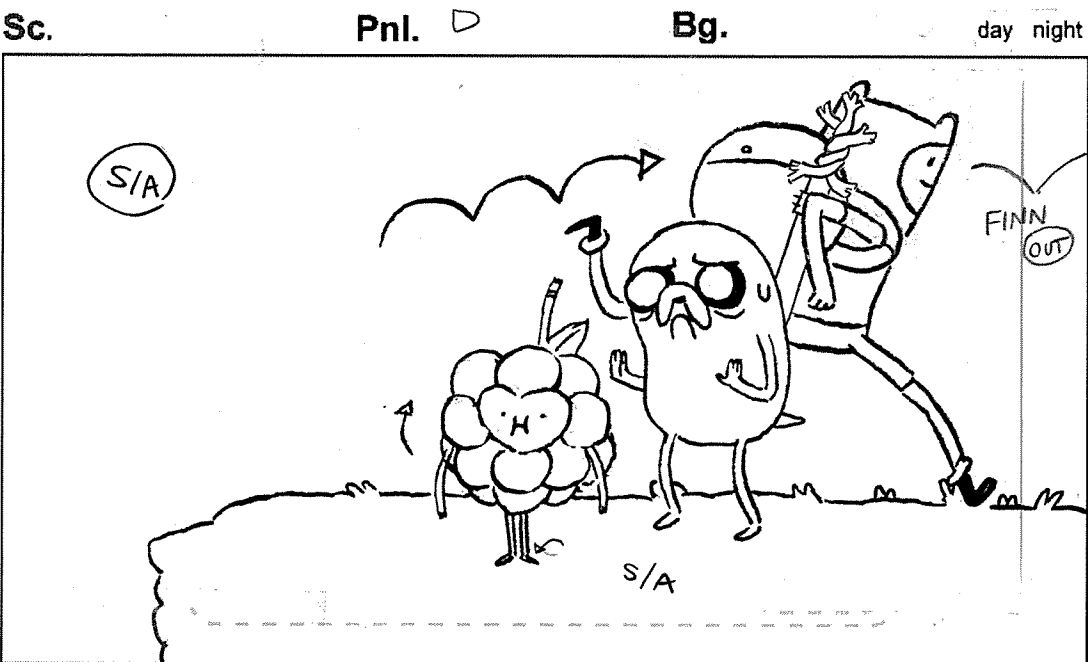
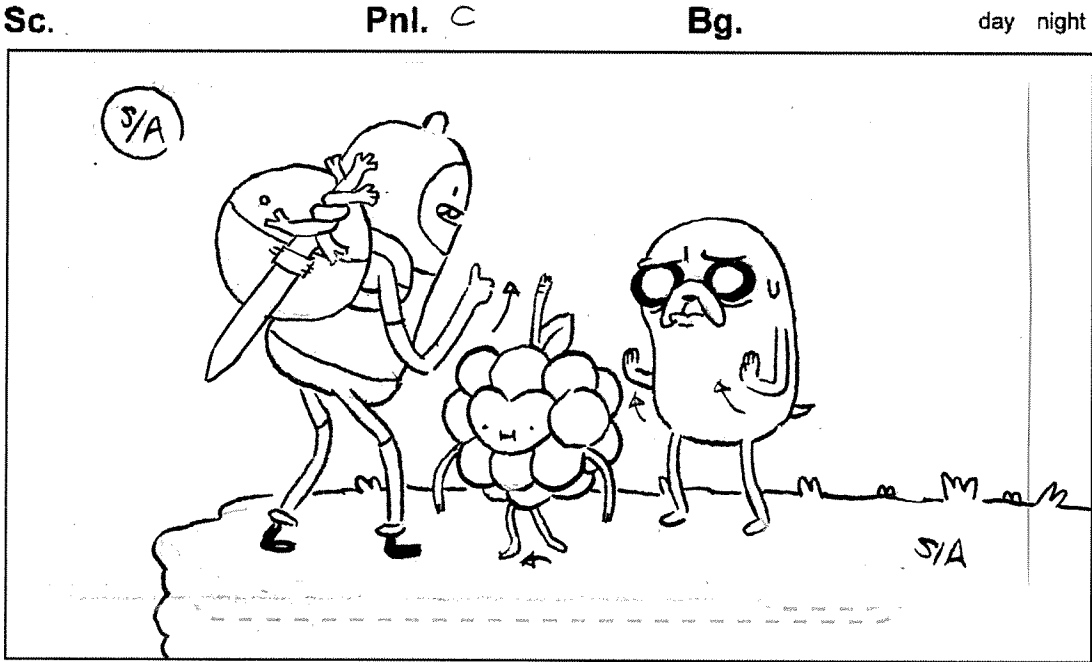


Dialog:	<p>↓: I'LL STAY WITH W.B....</p> <p>↓: (OMINOUS) ... AND DO WHAT MUST BE DONE ...</p>
Action:	
Timing:	

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ADVENTURE TIME



Dialog:

F: * CHK-CHK *

Action:

• FINN GIVES THE THUMBS UP.

• FINN BOUNDS OFF / S

Timing:

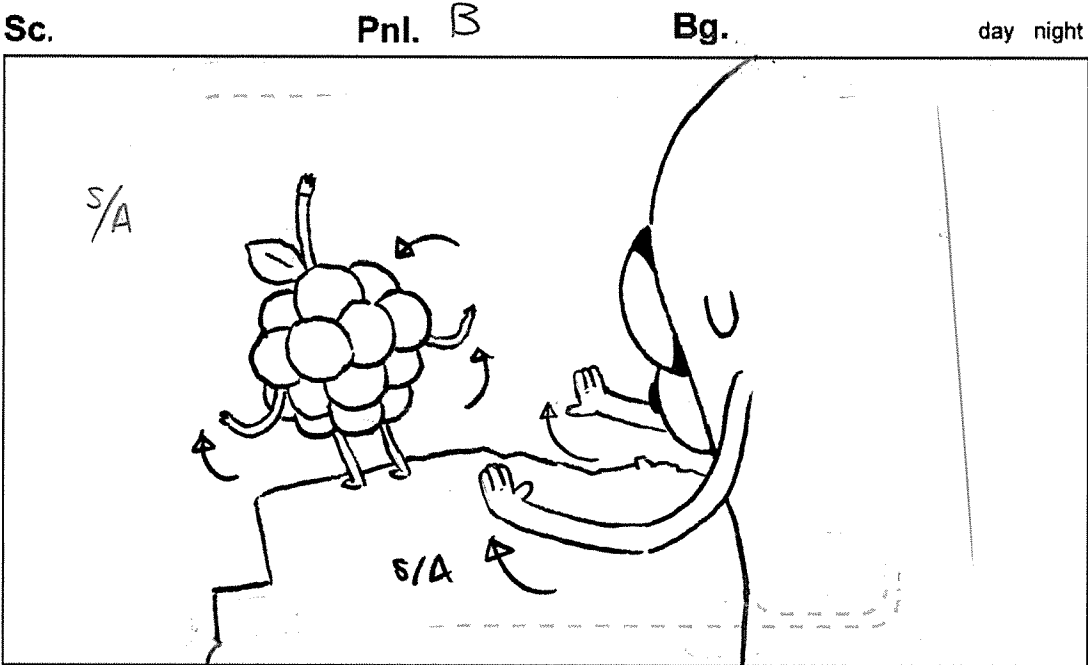
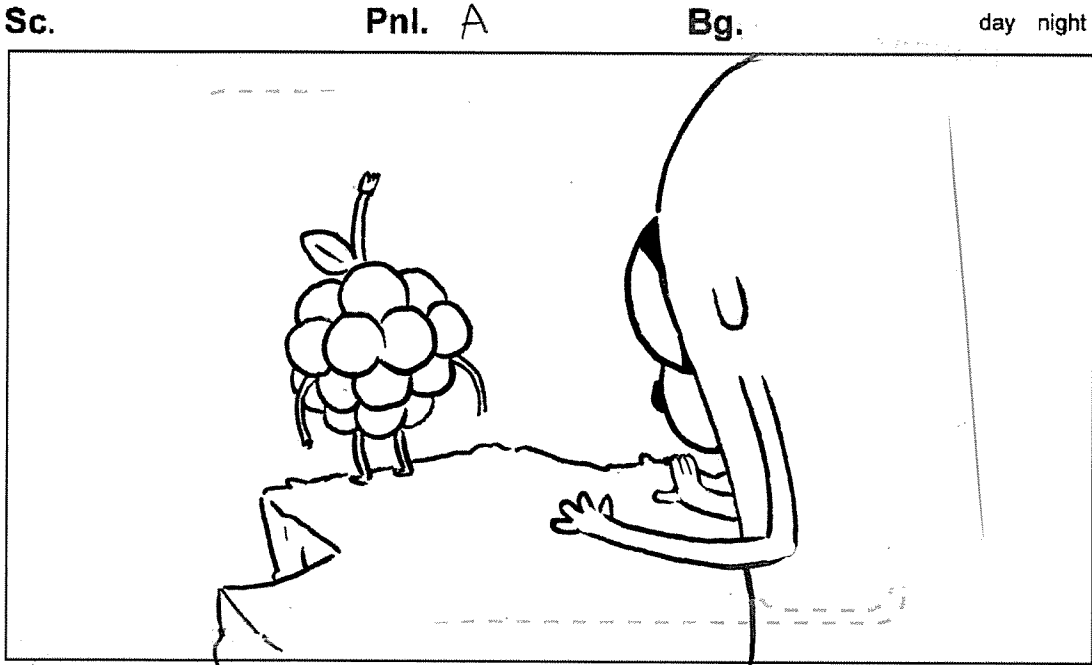
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ADVENTURE TIME



Dialog:

WB: OH MY...

WB: LOOK HOW CLOSE TO THE EDGE I AM...

Action:

- WILDBERRY TEETERS AT THE CLIFF'S EDGE.
- JAKE'S HANDS RAISE

Timing:

100871

EPISODE #

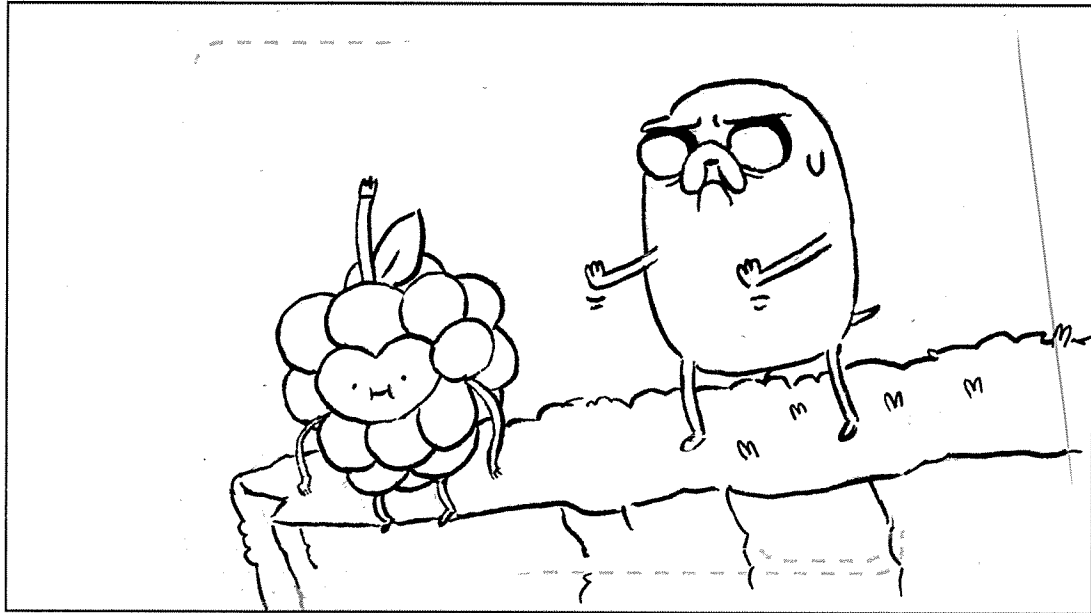
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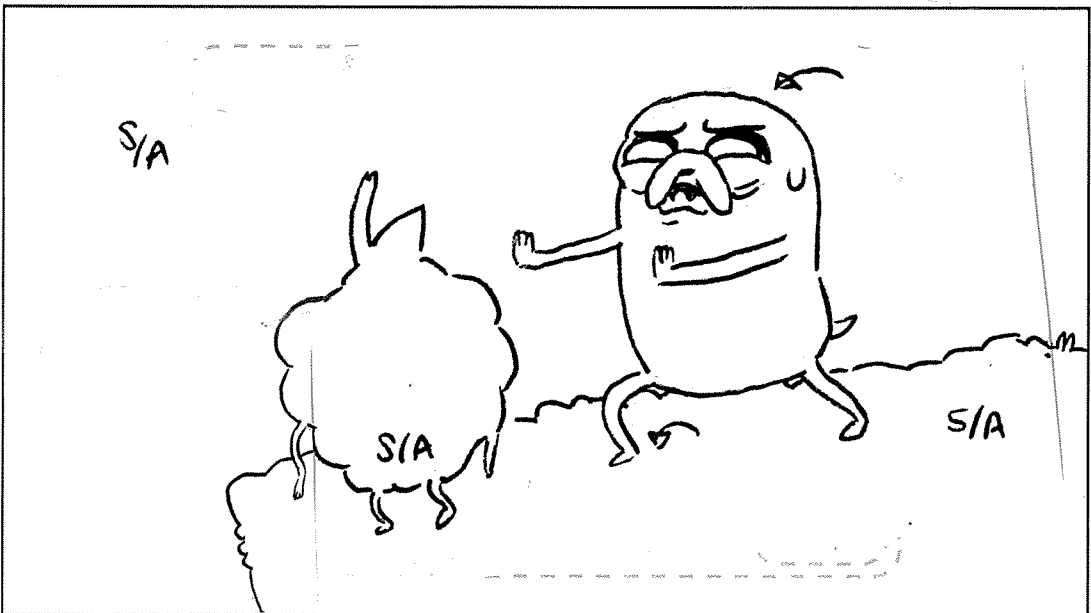
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<p>J: HNH HH ...</p> <p>J: (TO HIMSELF/TORTURED) BE SO EASY ...</p>
Action:	<p>JAKE TAKES A TORTURED STEP FORWARD.</p>
Timing:	

100871

EPISODE #

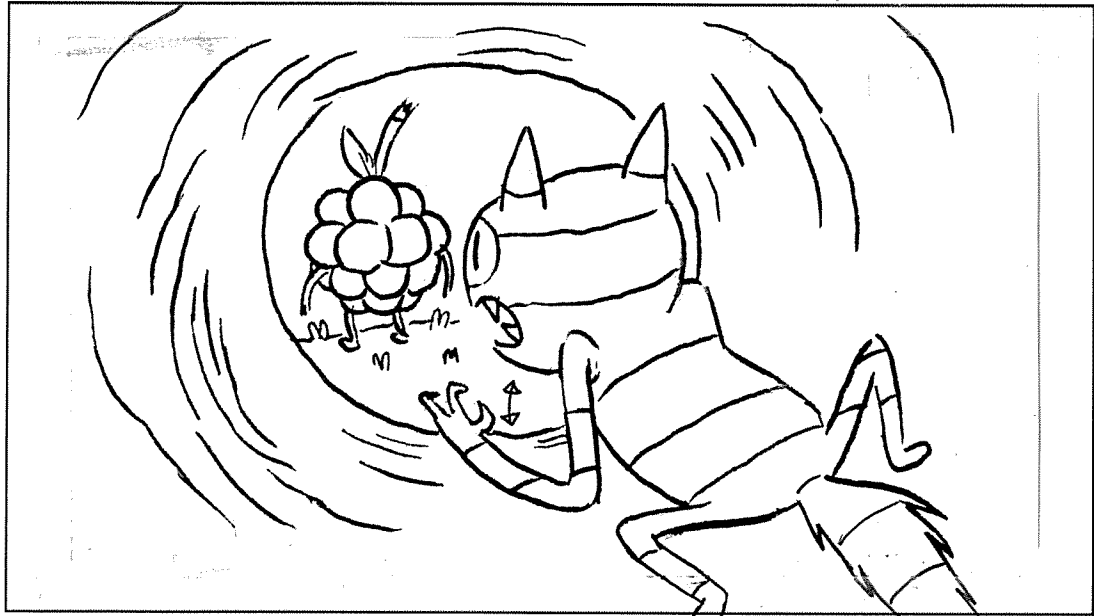
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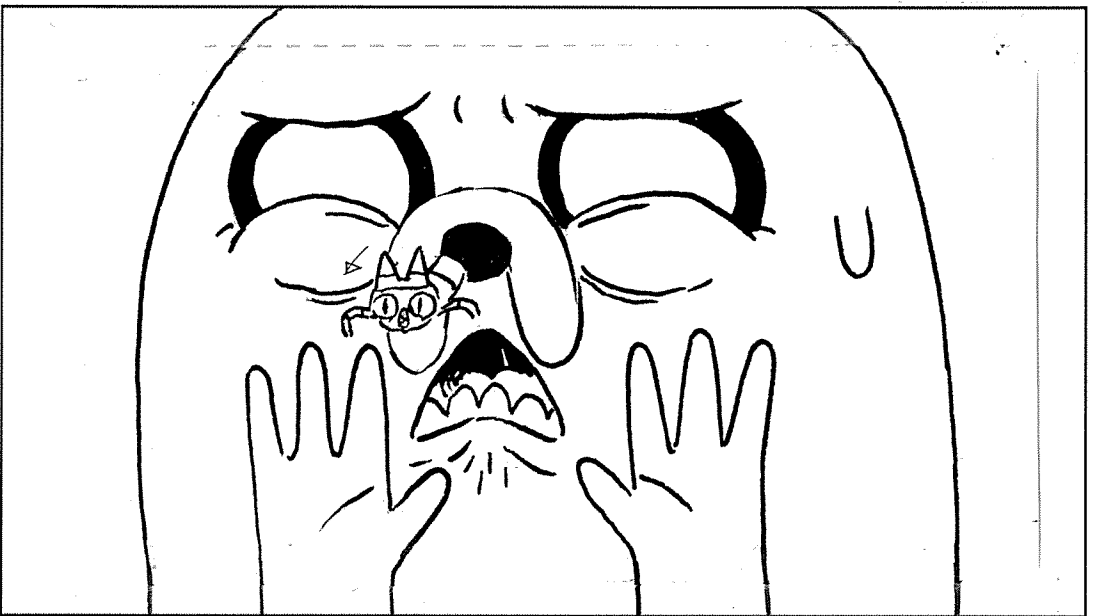
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	<u>MM</u> : DO IT, JAKE...	<u>MM</u> : (HISSING WHISPER) <u>DO IT!!</u>
Action:	• JAKE'S HANDS TREMBLE • ME-MOW POPS OUT OF JAKE'S NOISE.	
Timing:		

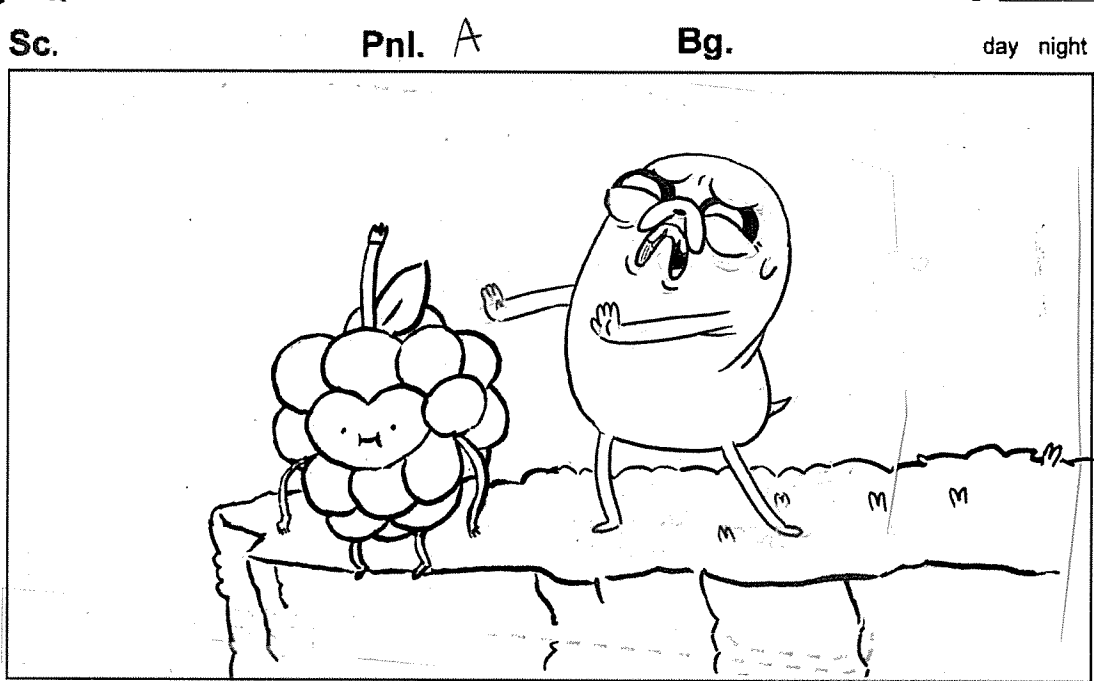
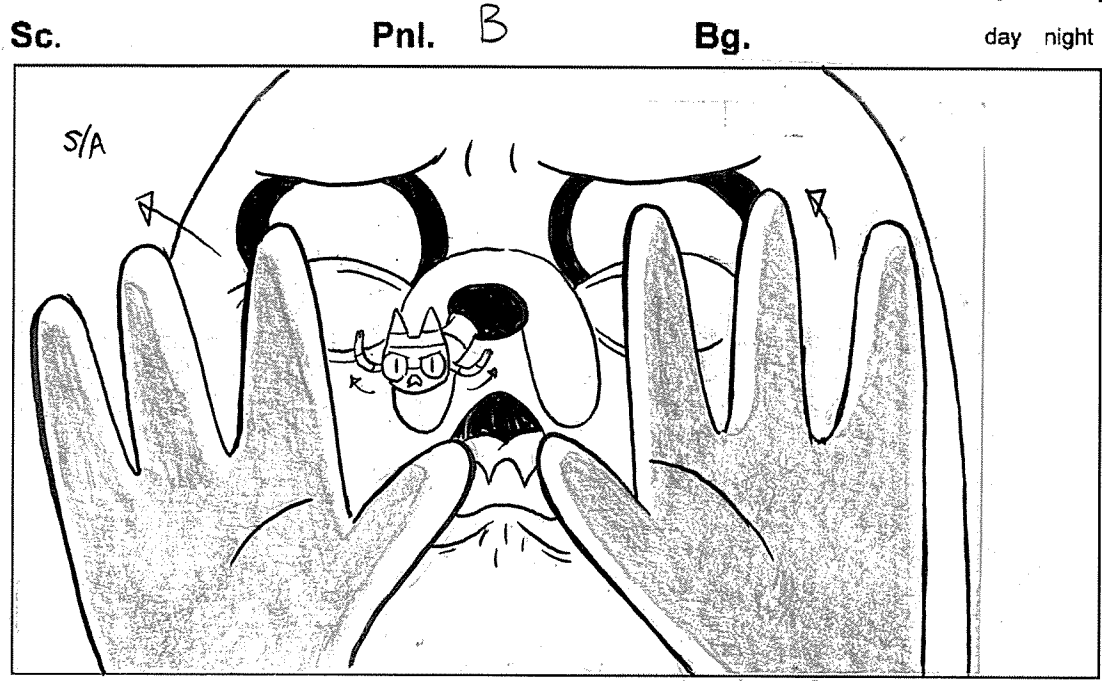
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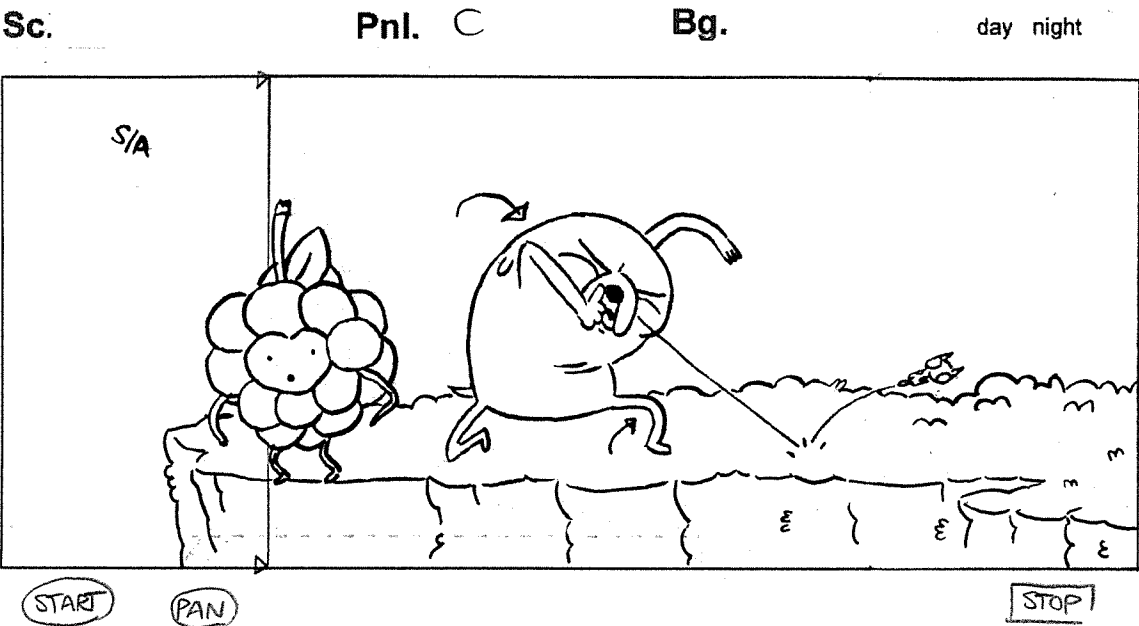
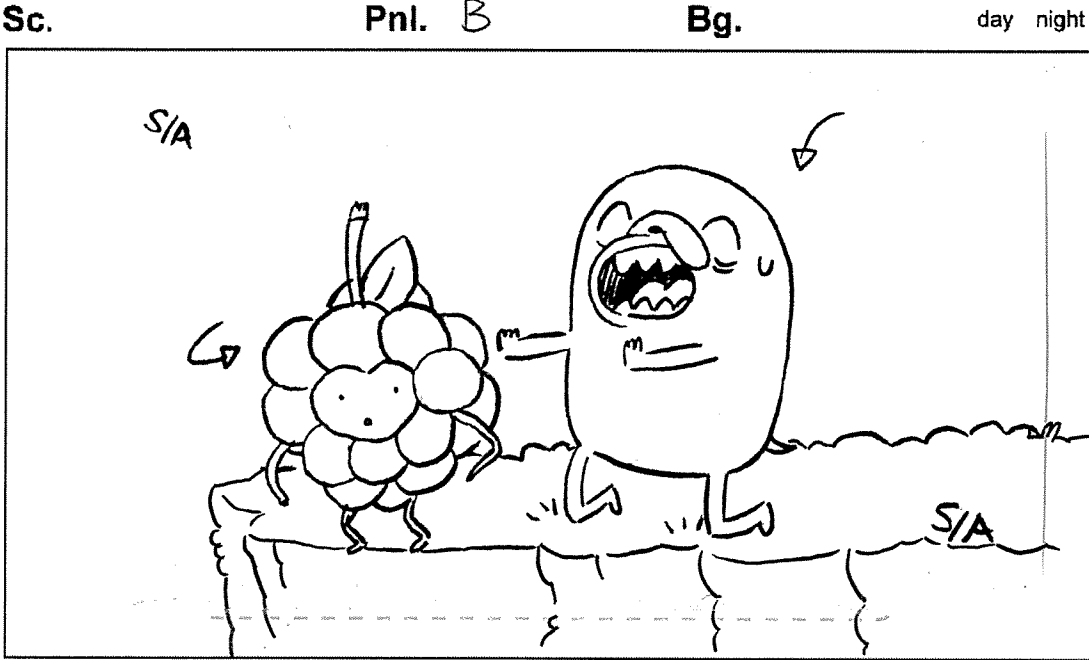


Dialog:	
	J: (STRAINING) I ... I ...
Action:	
JAKE'S HANDS COME TOWARDS CAMERA.	JAKE STRUGGLES TO STOP HIMSELF.
Timing:	

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ADVENTURE TIME



Dialog:	J: I WON'T ! Alt: I ... PROBABLY SHOULDN'T !	J: * HOIK ! * Alt: IIII (HOOOO !! (like a sneeze but with "I" in place of "Ah"))
Action:	JAKE FALLS TO HIS KNEES.	JAKE "SNOT ROCKETS" ME-MOW OUT OF HIS NOSE. PAN W/ ME-MOW.
Timing:		

EPISODE # 100871
Production :

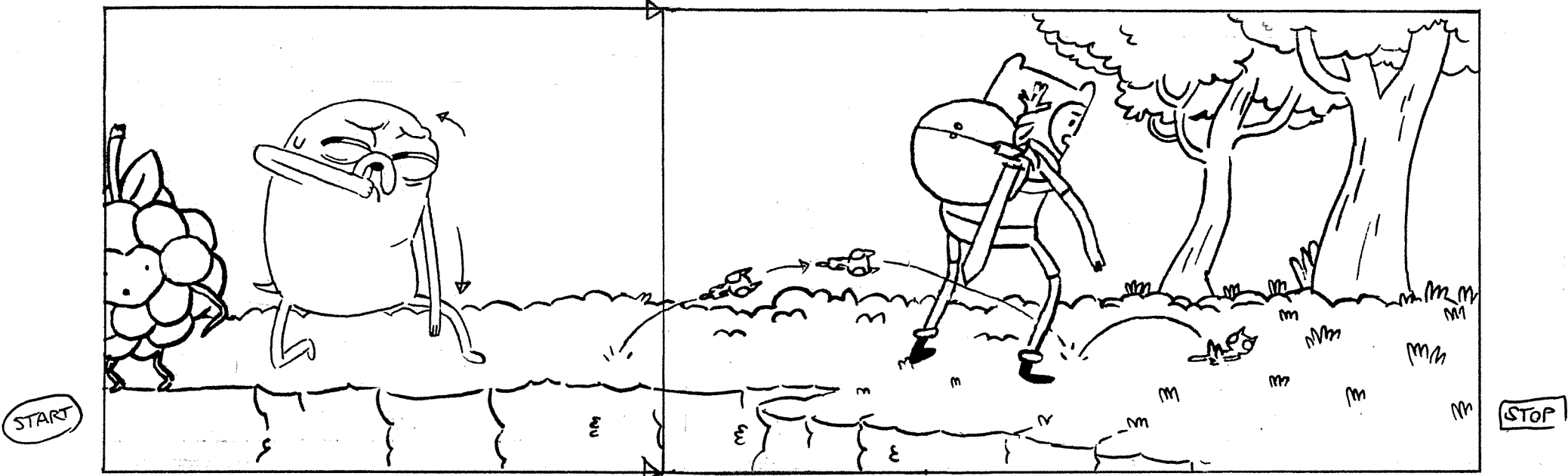
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ADVENTURE TIME



Sc. Pnl. D Bg. day night

day night



Dialog:

(PAN)

MM:

UGH...

Action:

- ME-MOW BOUNCES BETWEEN FINN'S LEGS AND STOPS IN FRONT OF HIM.
- PAN W/ ME-MOW.

Timing:

100871

EPISODE #

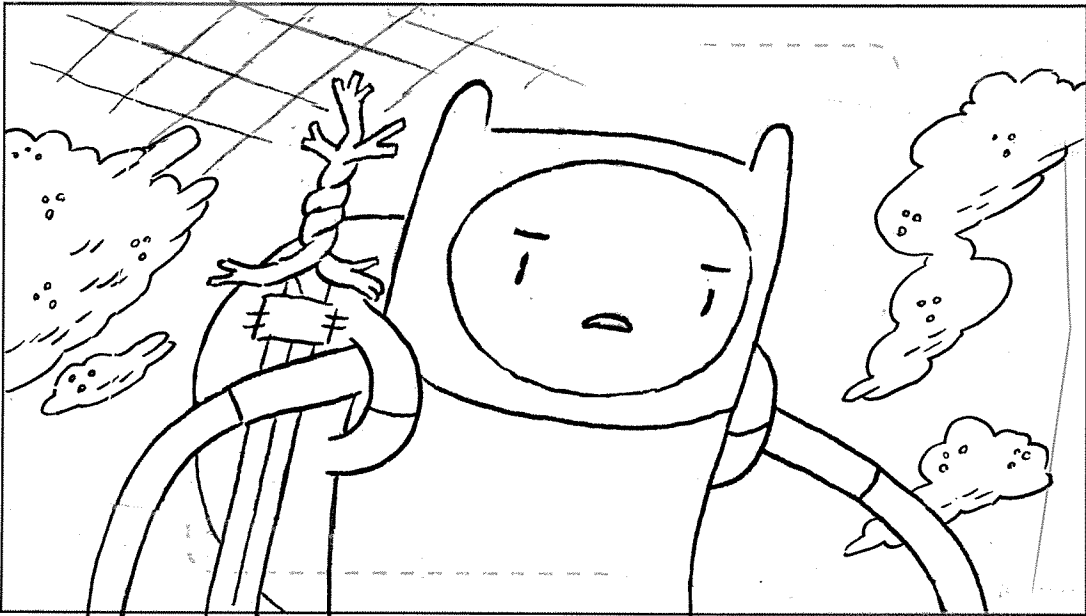
Production :

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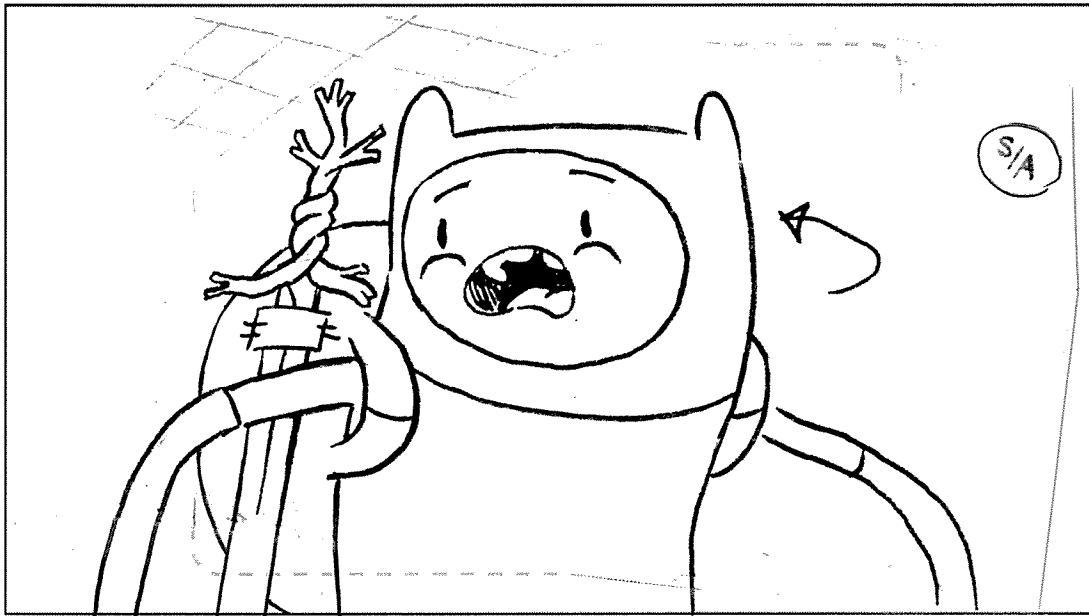
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

F:

(F) *gasp* JAKE!

Action:

• FINN IS PERPLEXED.

• ~~FINN~~ TURNS

Timing:

EPISODE # 100871

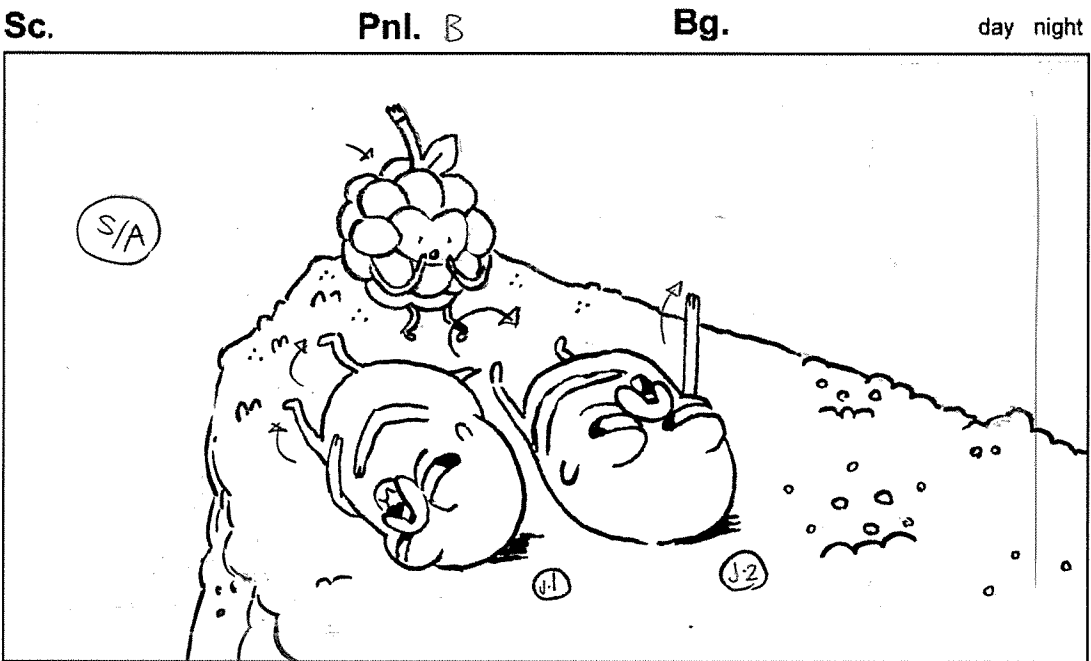
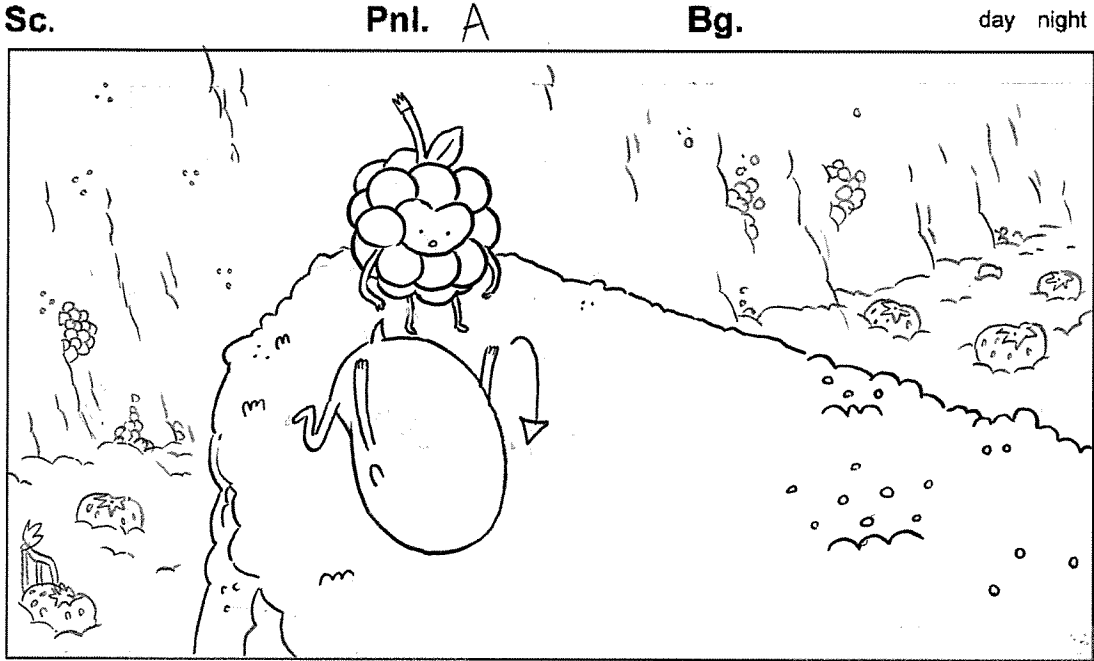
Production :

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ADVENTURE TIME



Page 160



Dialog:

J: ^(J-1) I'M FULL OF ... ^(J-2) POISON.

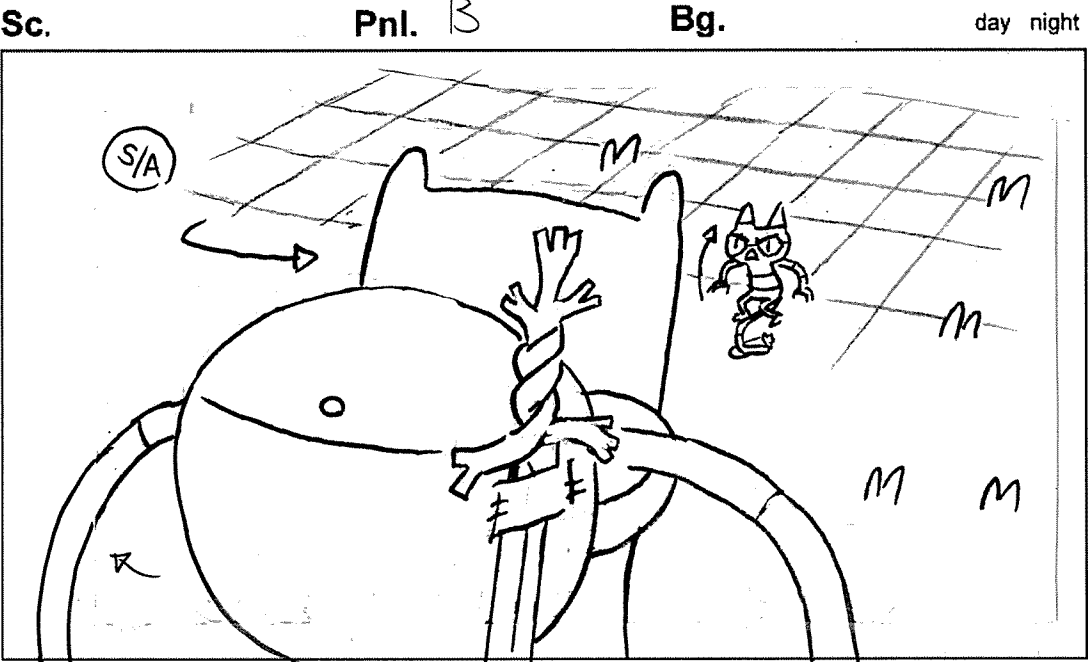
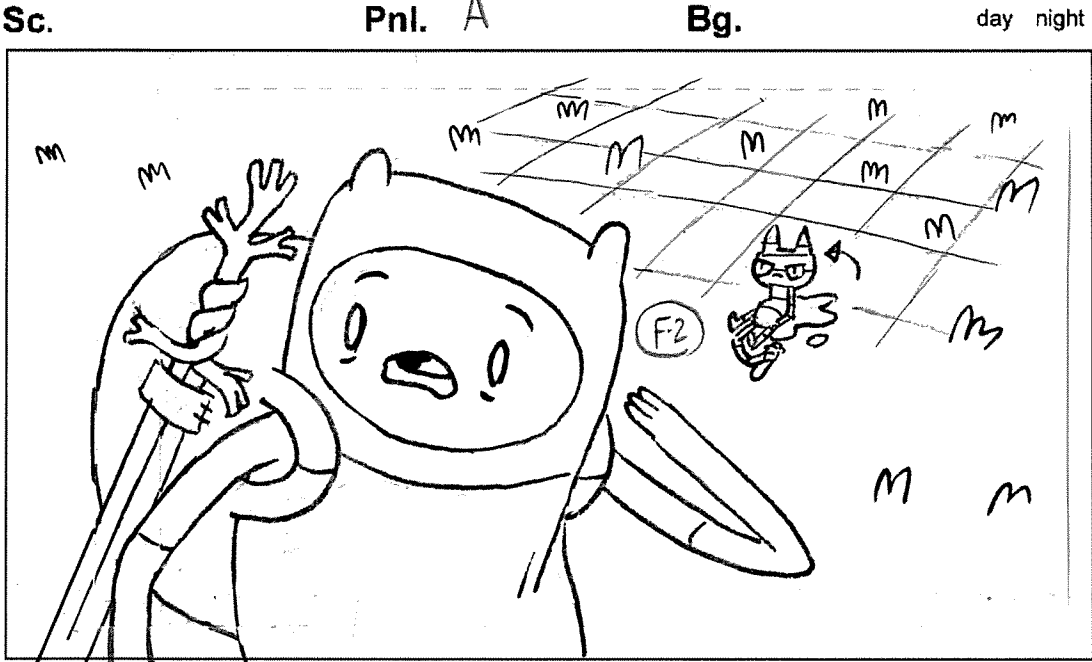
Action: JAKE FLOPS OVER. JAKE ROLLS AROUND ON THE GROUND

Timing:

EPISODE # 100871 Production :

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ADVENTURE TIME



Dialog:

F: (SURPRISED) ^(F2) THE ASSASSIN!!

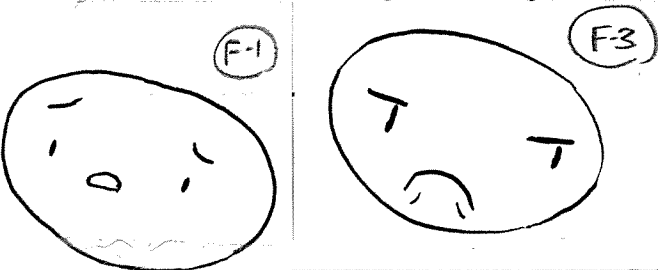
M / THE NAME'S ME-MOW!

Action:

ME-MOW RISES UP.

FINN WHIPS AROUND.
ME-MOW FLIPS TO HER FEET.

Timing



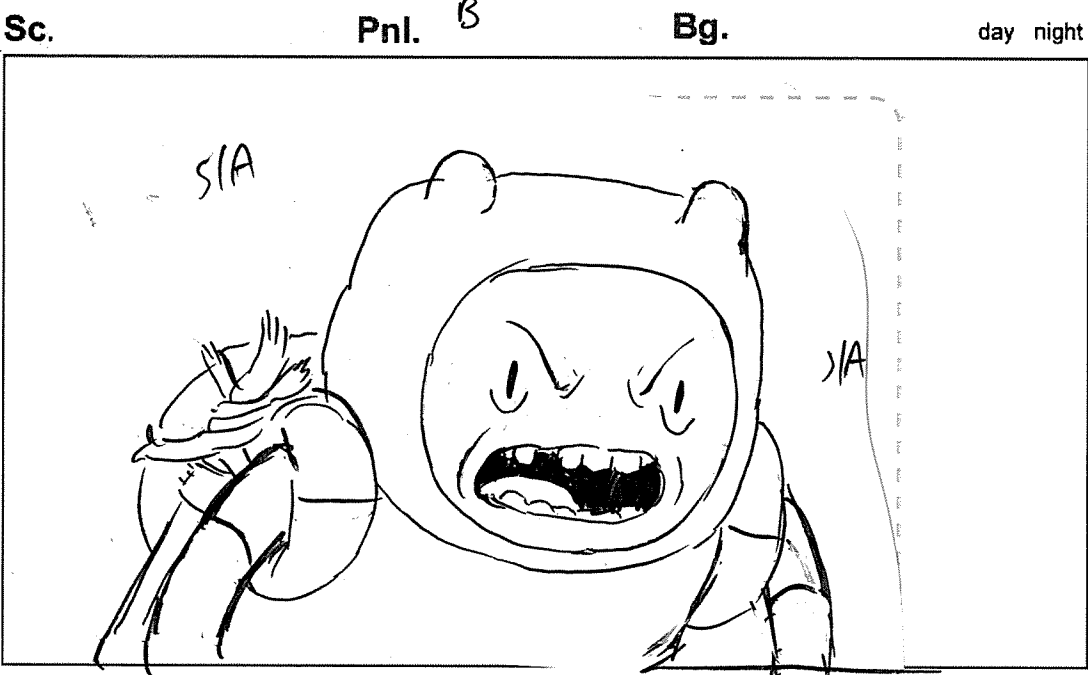
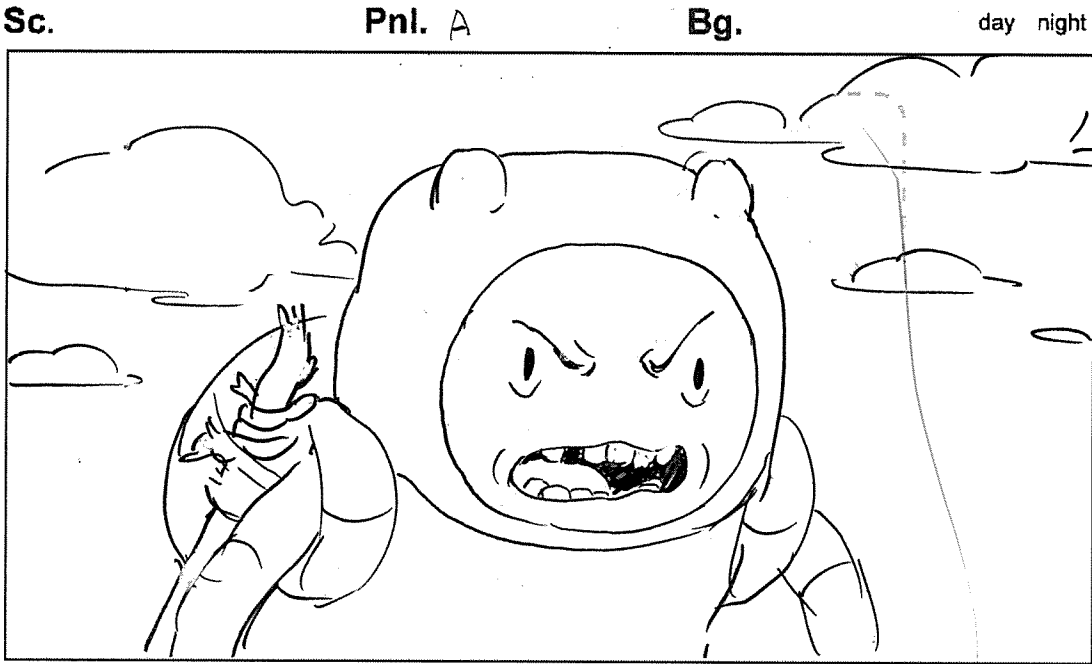
100871

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

F) IF YOU LET JAKE DIE...
(ALT) IF YOU KILL JAKE- I'LL KILL YOU BACK!!!

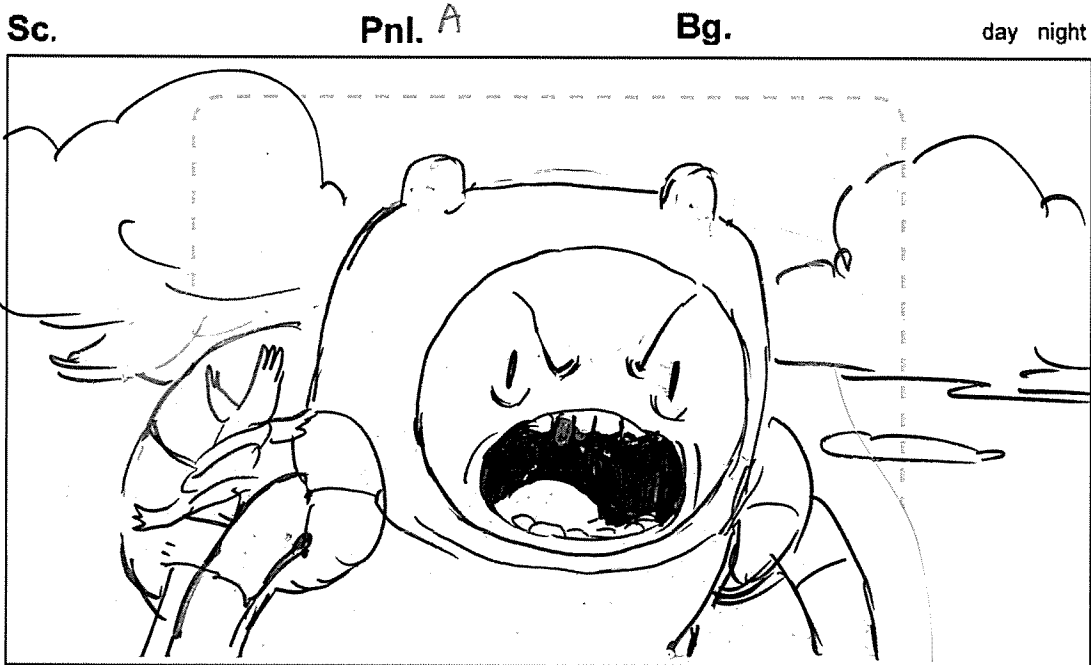
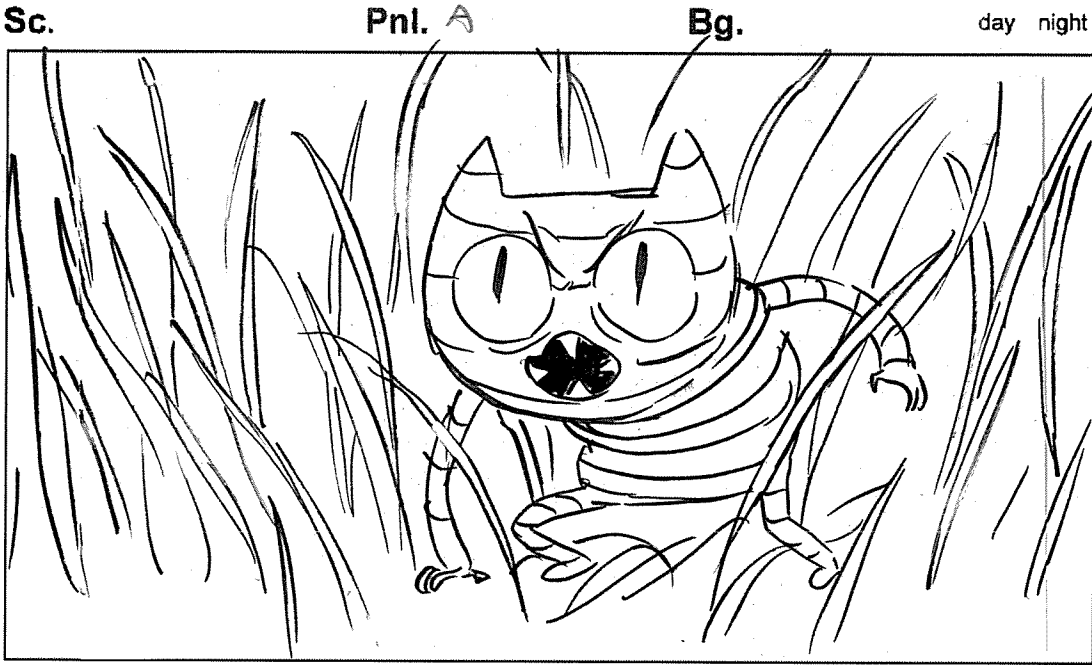
Action:

Timing:

F) SO HELP ME I WILL
KILL YOU TOO!

EPISODE # 100871
Production :

ADVENTURE TIME



Dialog:	MM) TRY IT, OAF!	F) GIVE ME THE ANTIDOTE!!!
Action:		
Timing:		

100871

EPISODE #

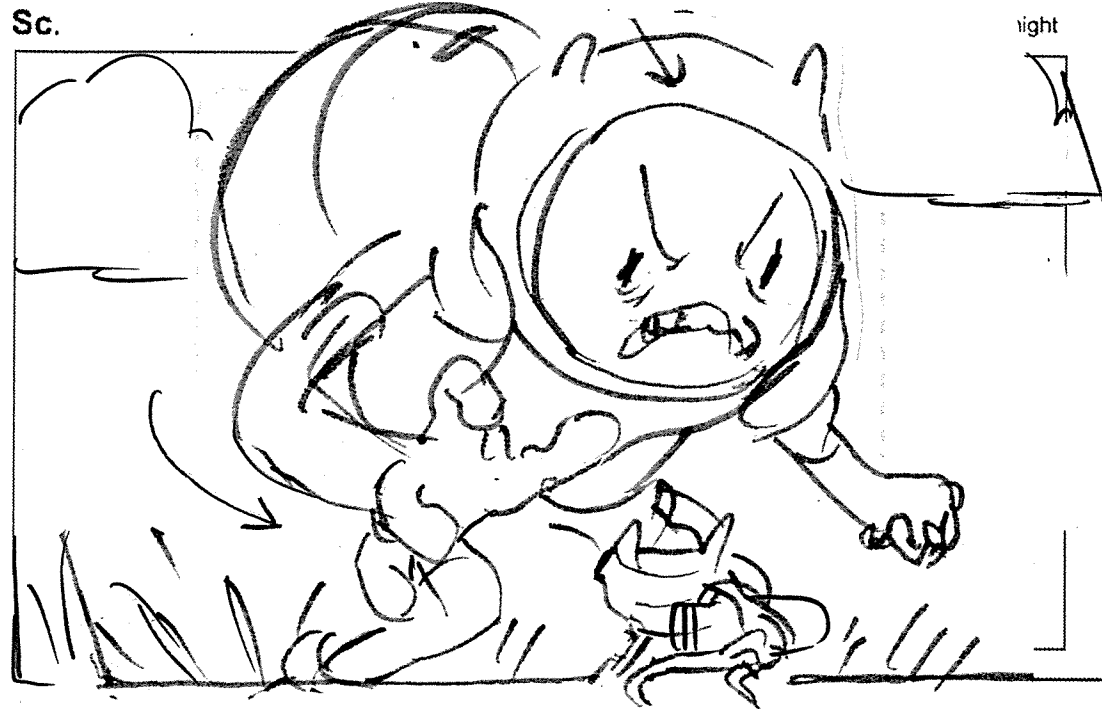
Production :

ADVENTURE TIME



Page 164

Sc.



light

Sc.



Pnl.

Bg.

day night

F REACHES DOWN & GRABS AT MM, MM JUMPS UP



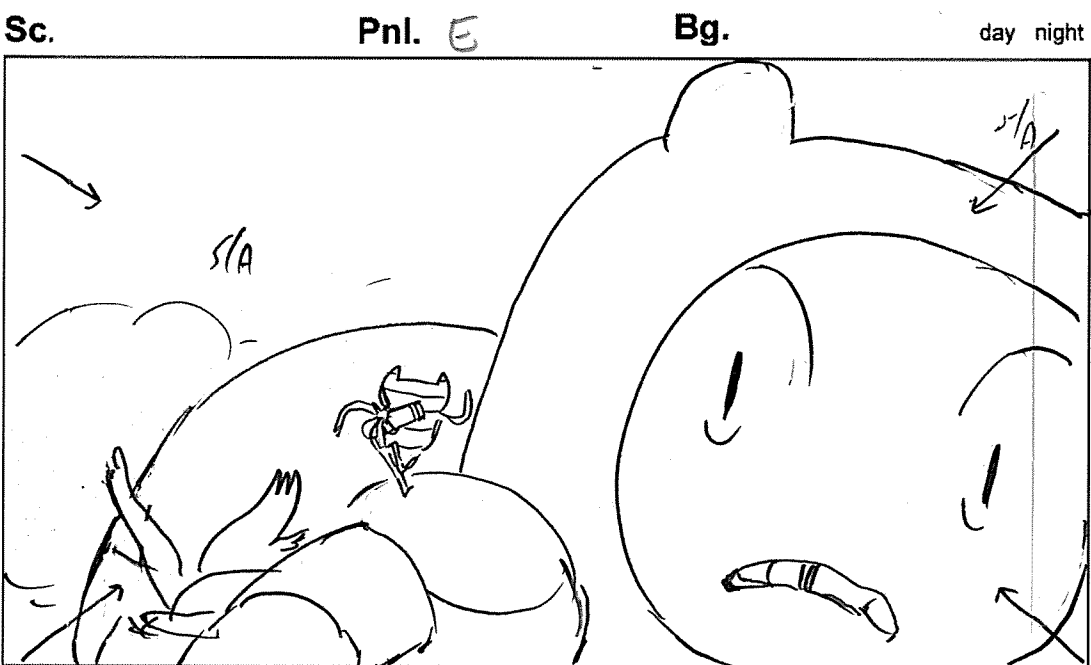
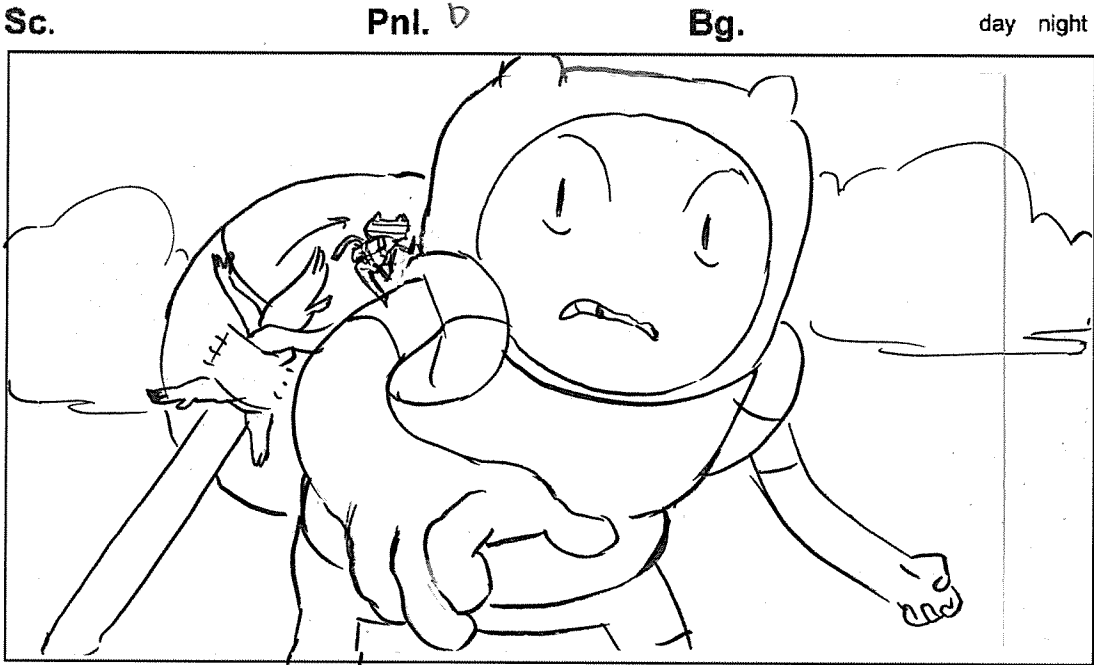
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ADVENTURE TIME

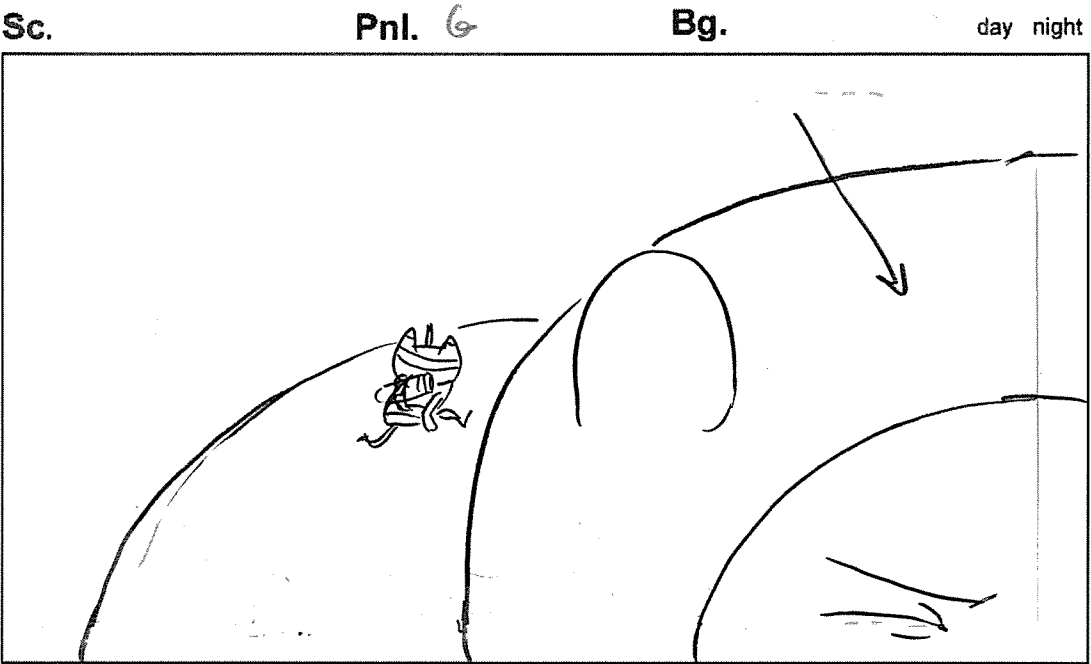
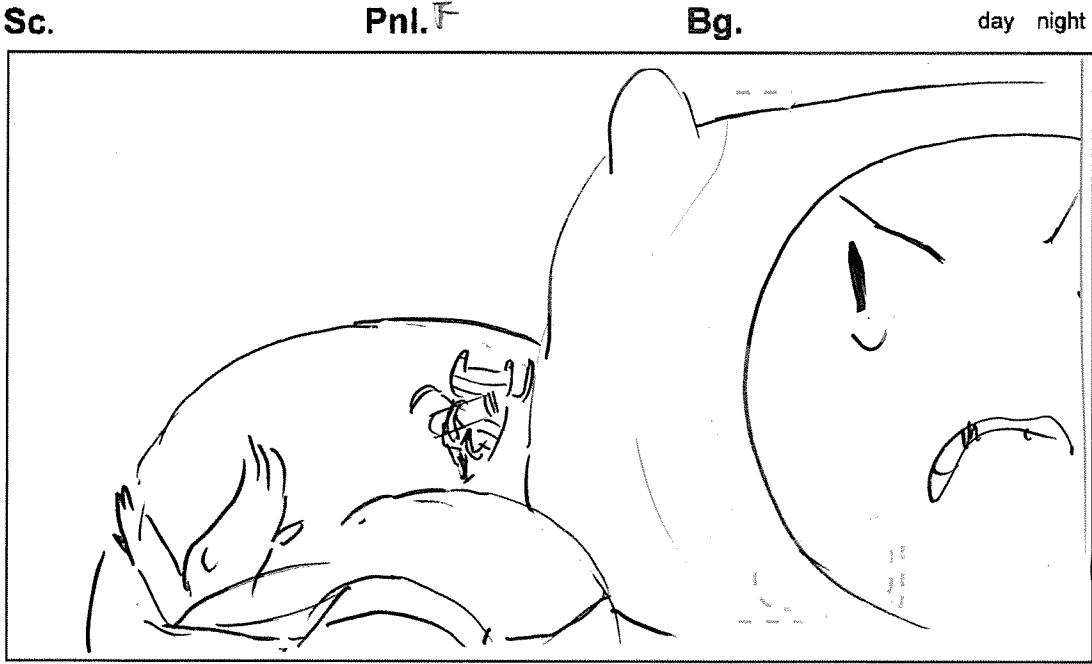


Dialog:
Action: MM LANDS ON FINN'S ARM & STARTS RUNNING AROUND FINN'S BODY
Timing:

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ADVENTURE TIME



Dialog:
Action:
Timing:

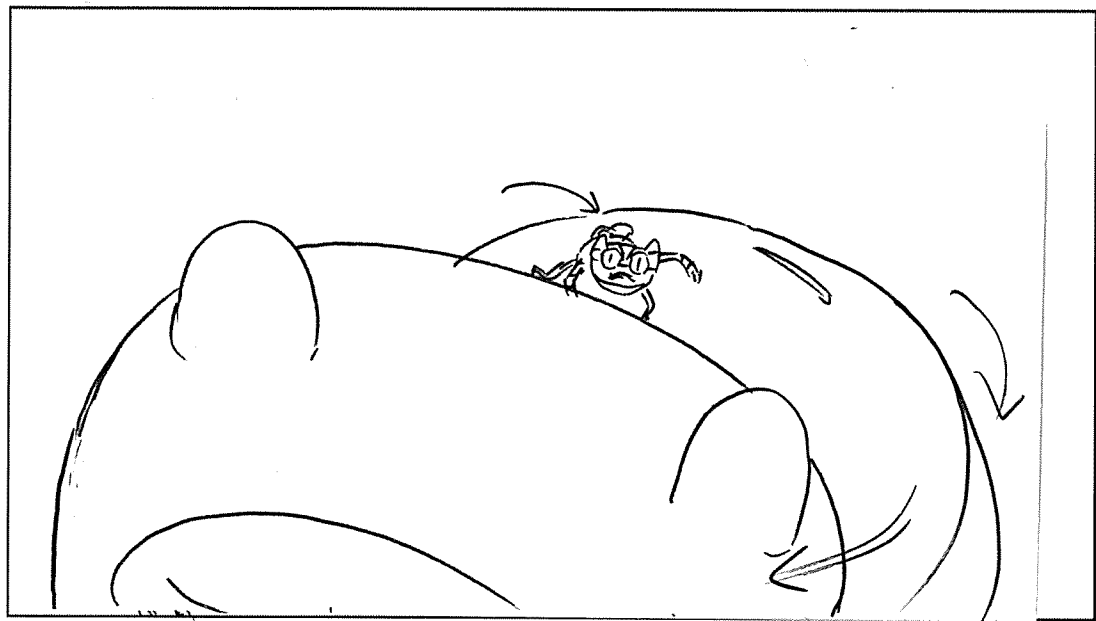
Production : 100871 EPISODE #

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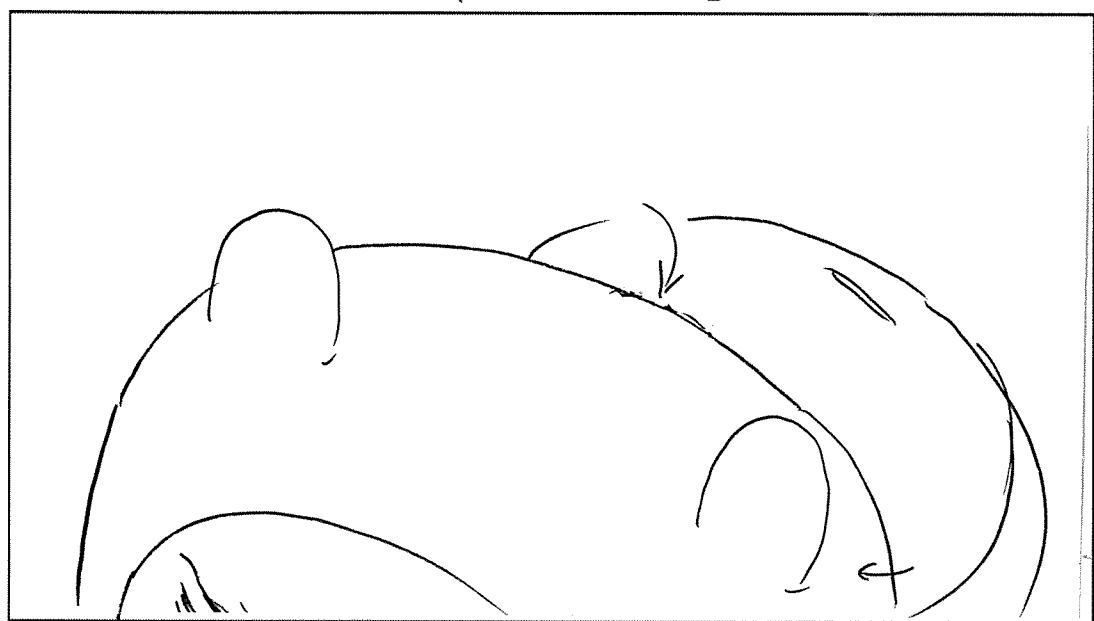
ADVENTURE TIME



Sc. Pnl. H Bg. day night



Sc. Pnl. I Bg. day night

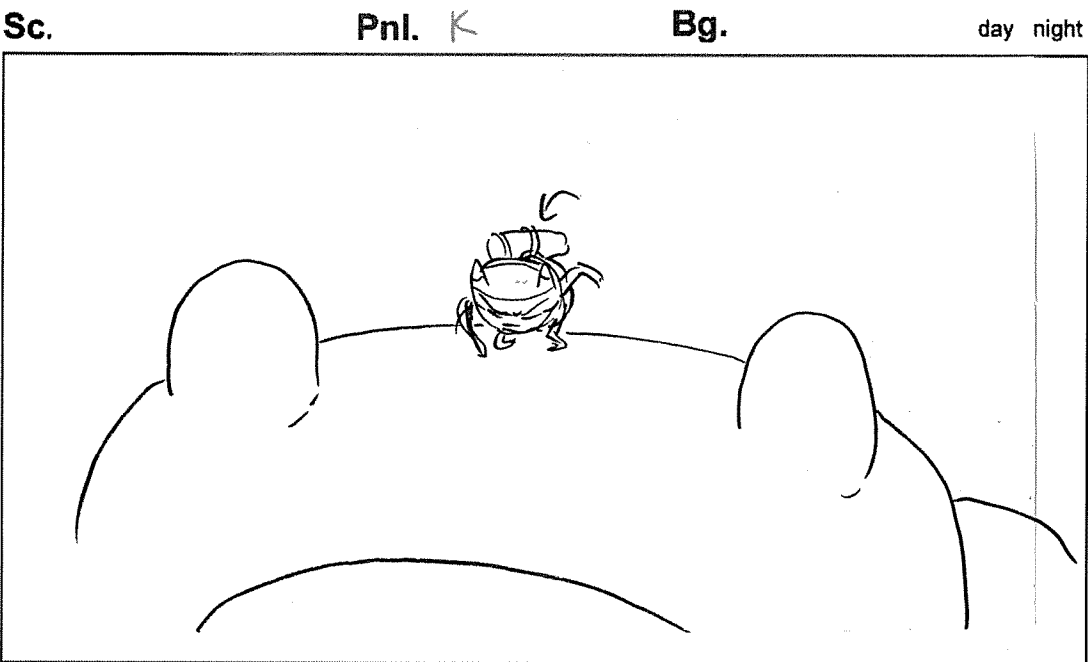
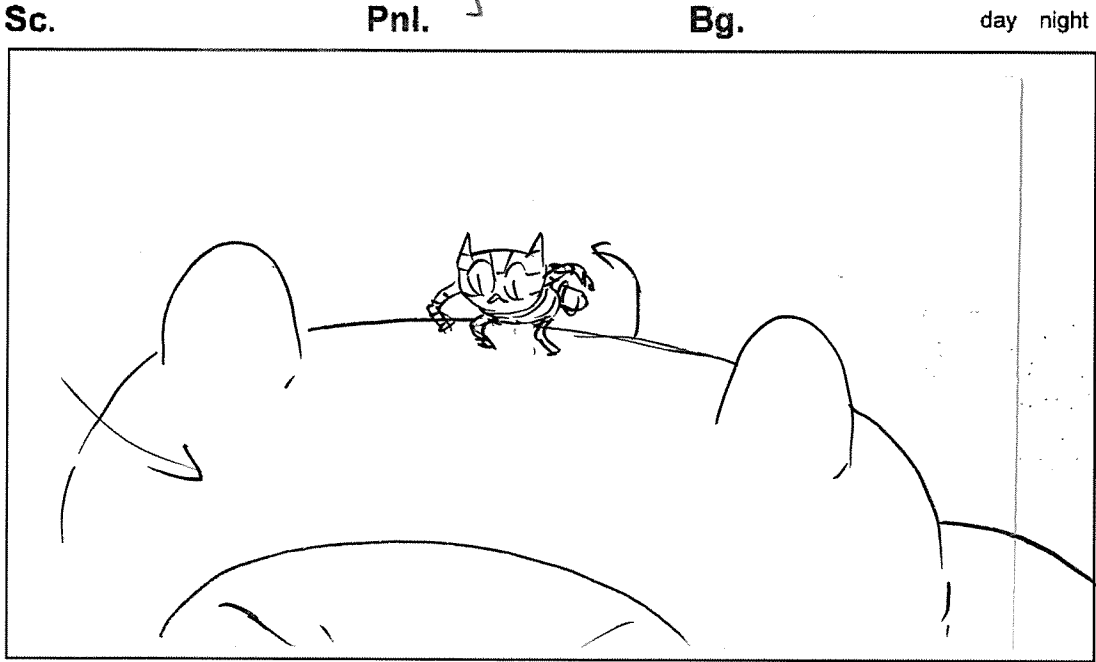


Dialog:
Action: F TRIES TO SHAKE OFF MM
Timing:

100871
EPISODE #
Production :

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ADVENTURE TIME



Dialog:
Action: MM CLIMBS ON F'S HEAD ANTIC. FOR JUMP
Timing:

100871
EPISODE #
Production :

ADVENTURE TIME



Sc.	Pnl. L	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action: MM JUMPS OUT OF FRAME
Timing:

EPISODE # 100871
Production :

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ADVENTURE TIME



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Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night

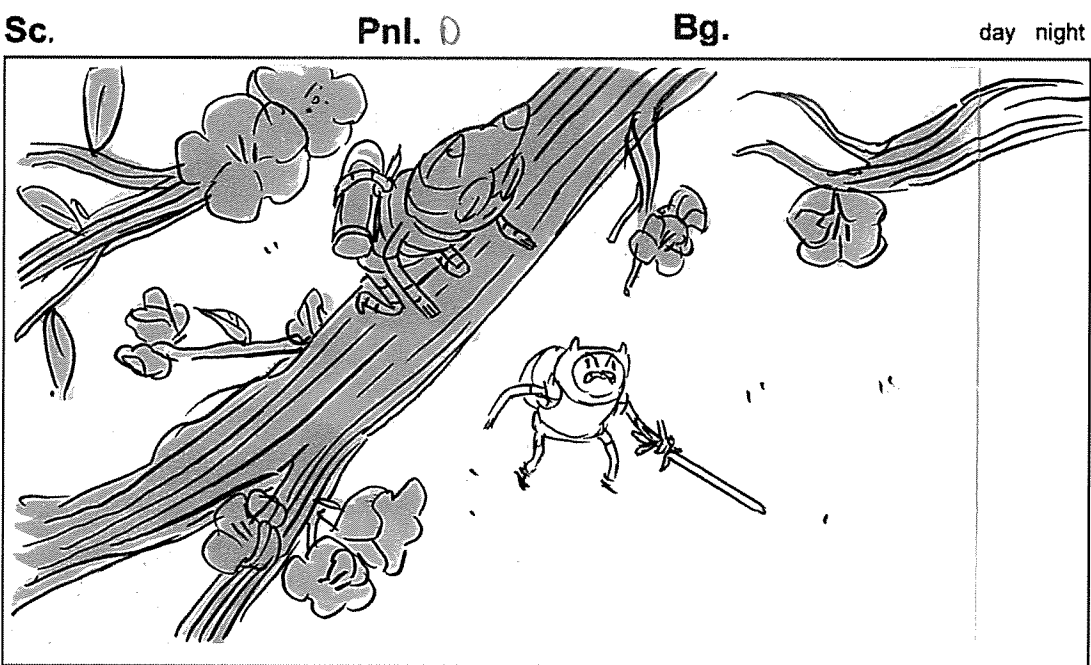
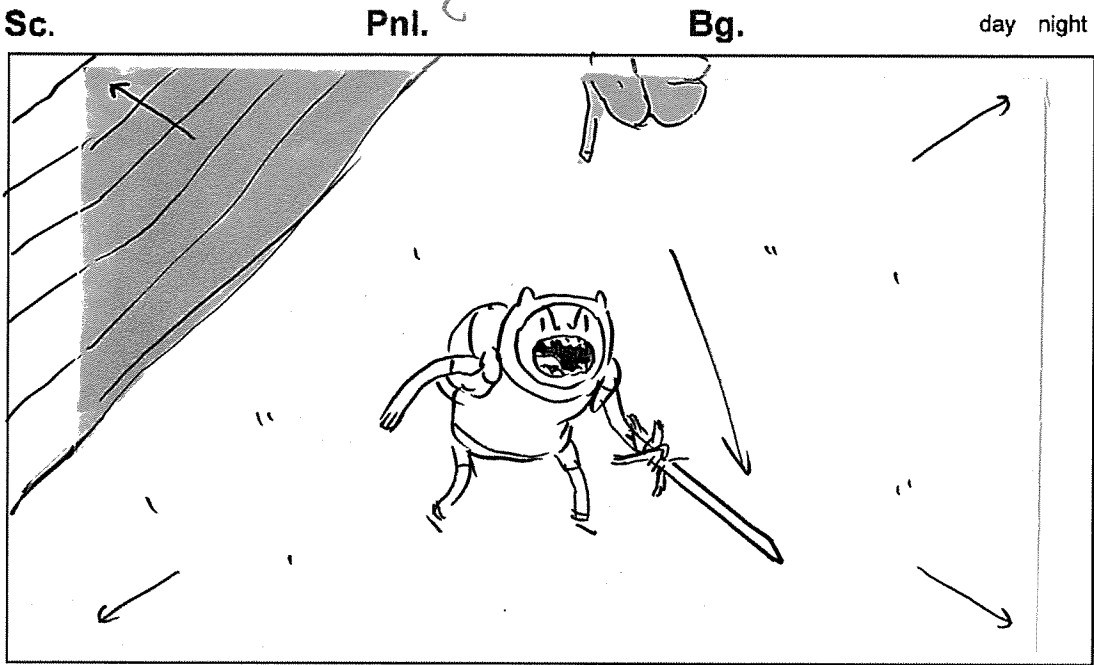
Dialog:		
Action:	TRUCK OUT - FINN PULLS OUT SWORD	
Timing:		



EPISODE # 100871

Production :

ADVENTURE TIME



Dialog:

F) FACE ME, CAT!!!

Action:

Timing:

100871

EPISODE #

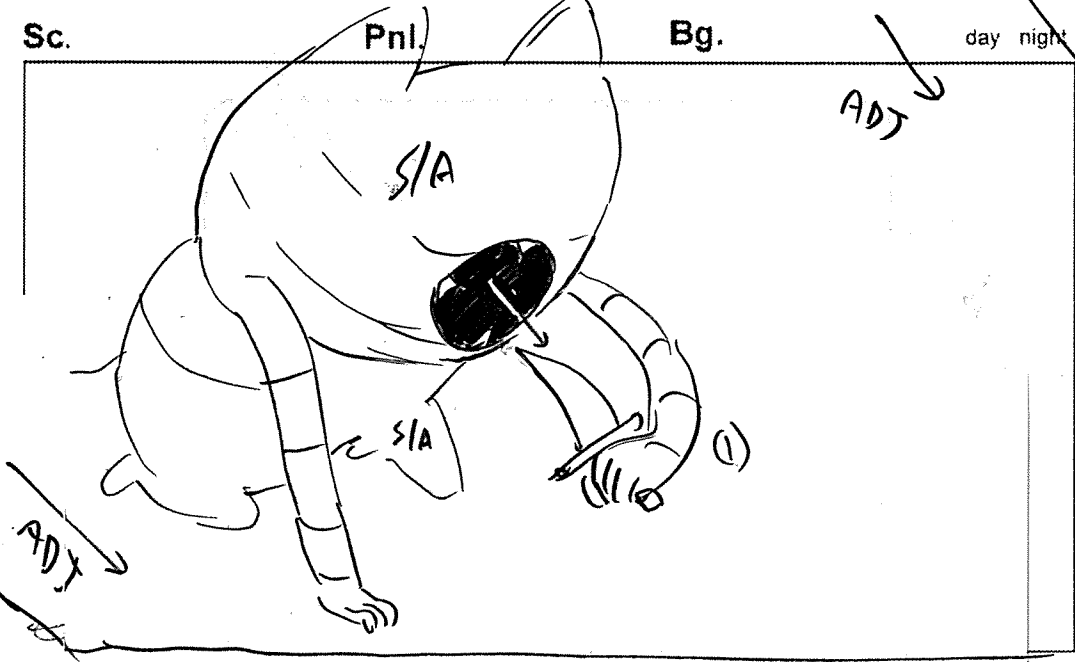
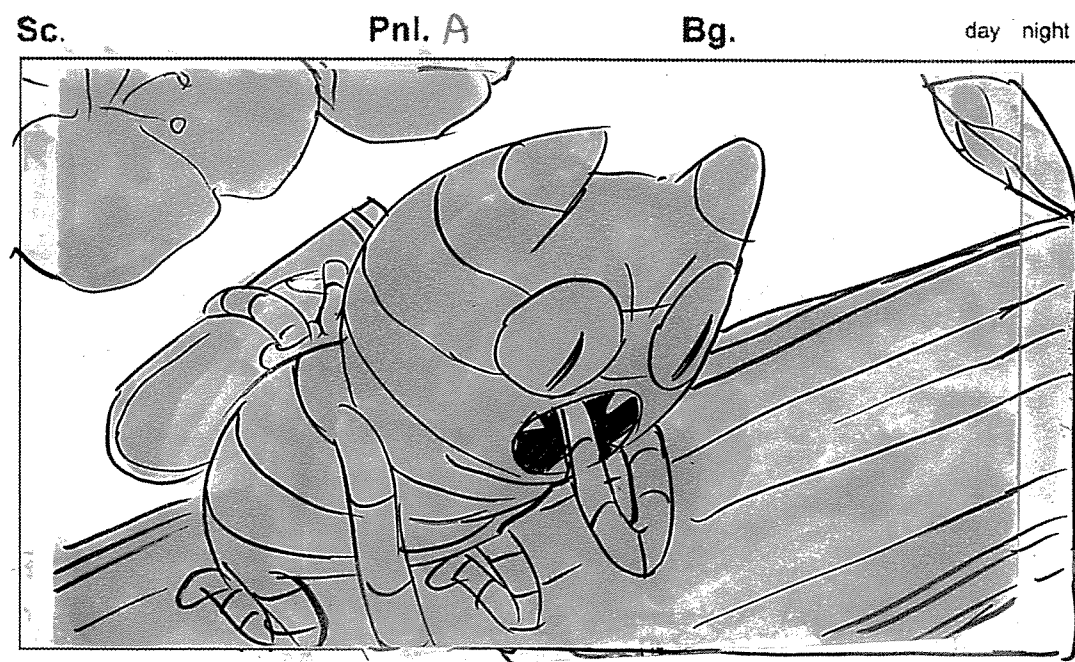
Production :

ADVENTURE TIME



B

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EPISODE # 100871

Dialog:

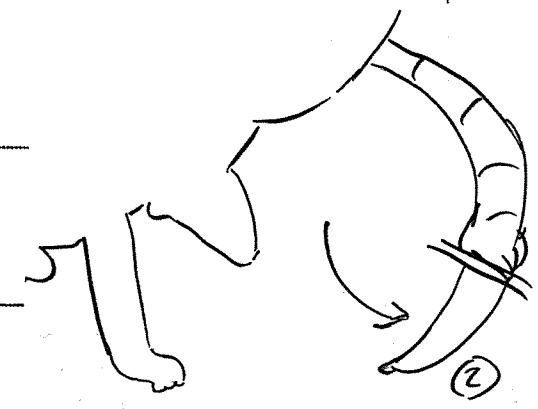
Action:

MM REACHES
INTO THROAT

Timing:

MM) GK!

MM LOUGHS UP A
DAGGER



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ADVENTURE TIME



Sc. Pnl. A Bg. day night



Dialog:

Action:

Timing:

MM CLIMBS DOWN
TREE (TRANSITIONS
FROM DOWNSHOT TO UPSHOT
AS MM CLIMBS DOWN)

Sc. Pnl. B Bg. day night



Production

ADVENTURE TIME

Sc.

Pnl. C

3g.

day

Page

174

day night

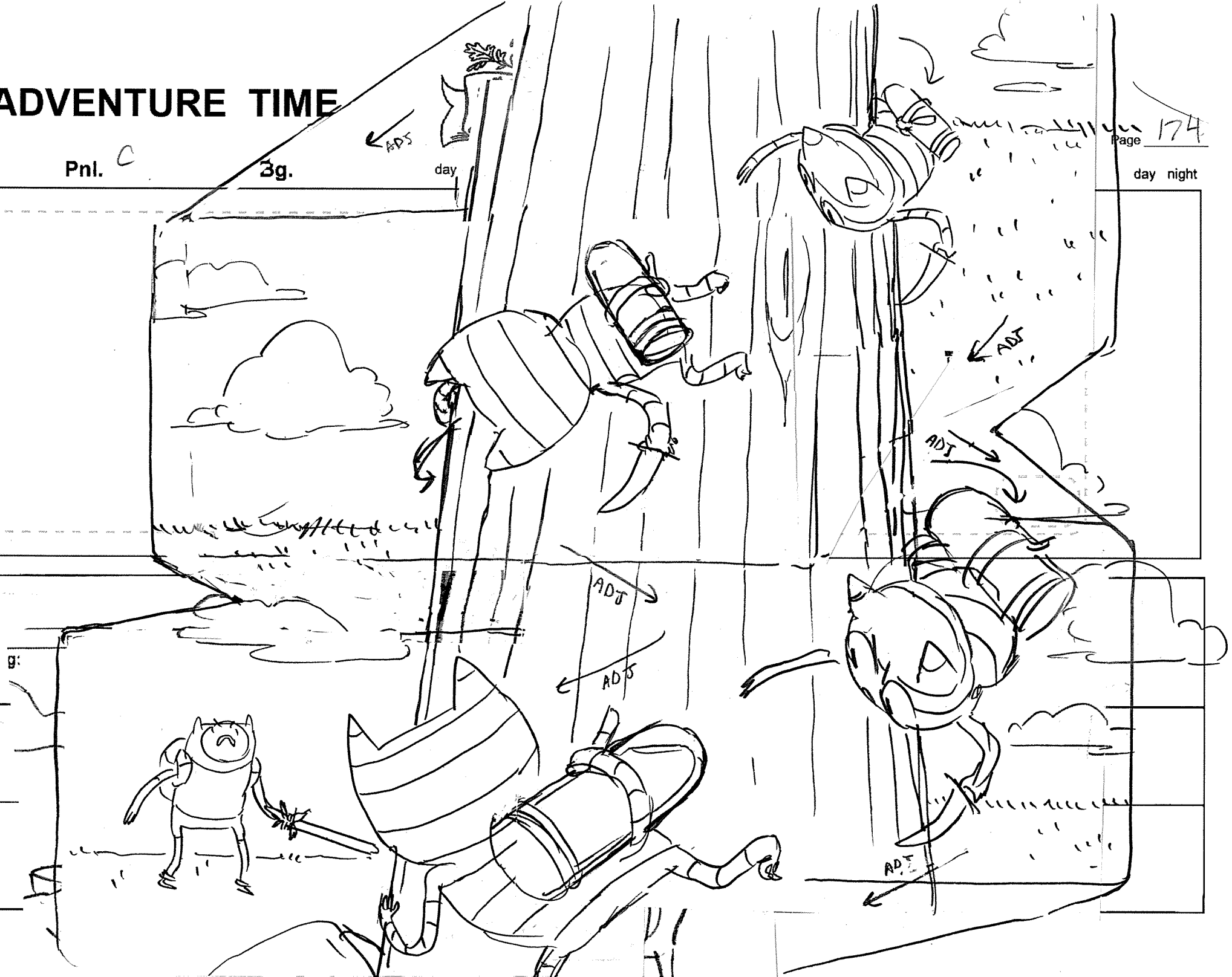
Dialog:

Action:

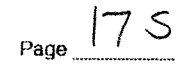
Timing:

EPISODE # 100871

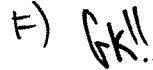
Production :



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day night



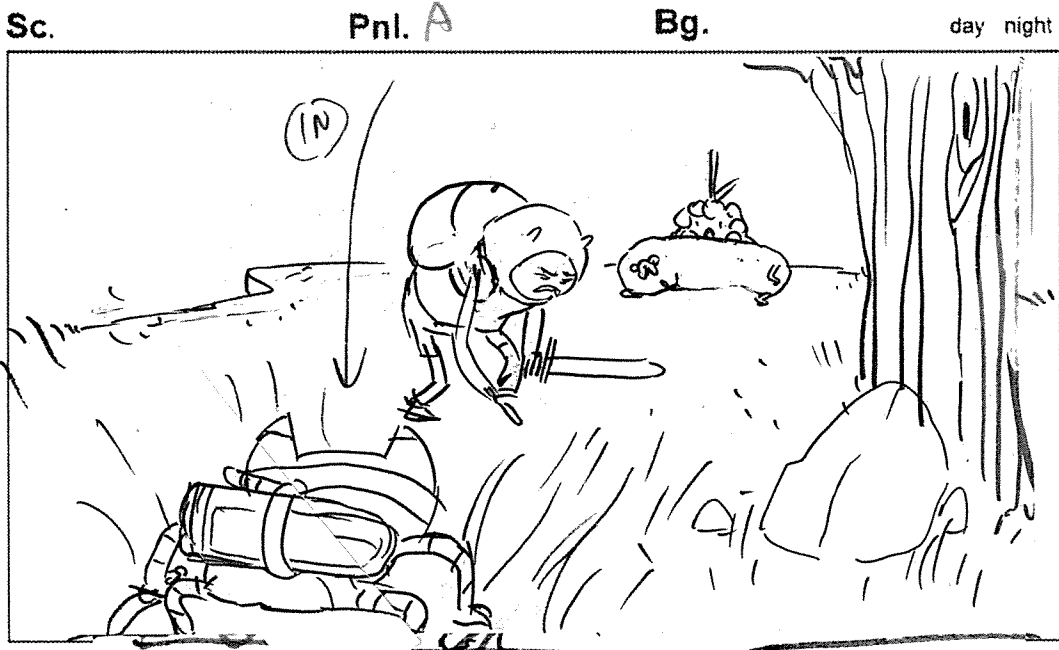
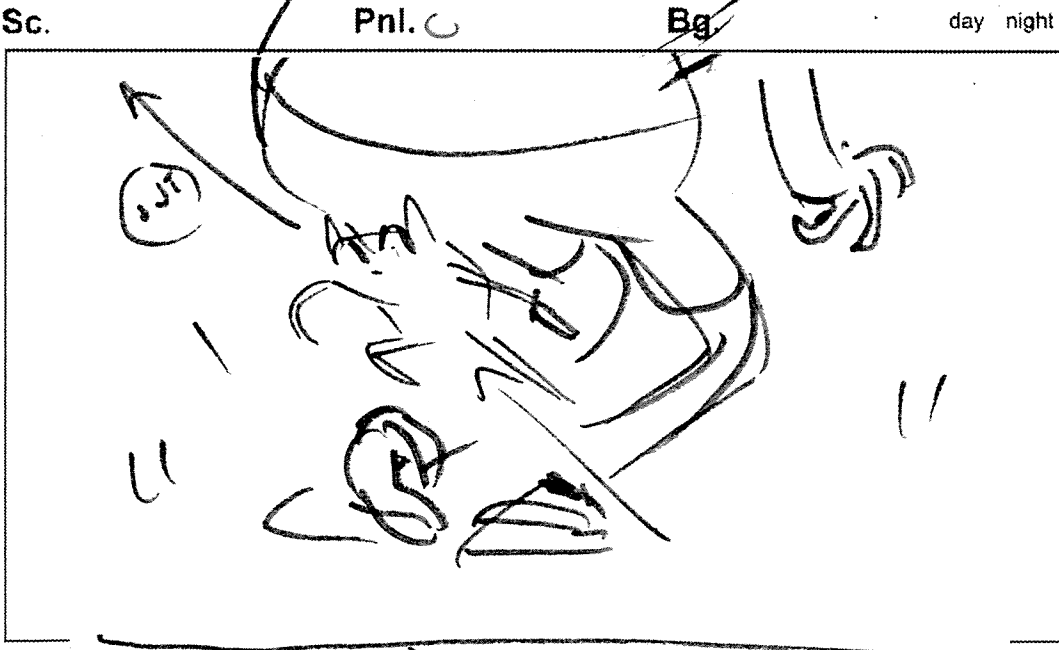
MM EXITS
SHOT,
PAN DOWN TO
SEE HER SLICE FIG
ANKLES

PAN

Production :

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ADVENTURE TIME



Dialo

Action:

Timing:

(bs)
F) **WAGH**



F BENDS TO TOUCH
WOUNDED ANKLES

EPISODE # 100871

Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

Action: MM JUMPS AT F!

Timing:

EPISODE # 100871

Production :

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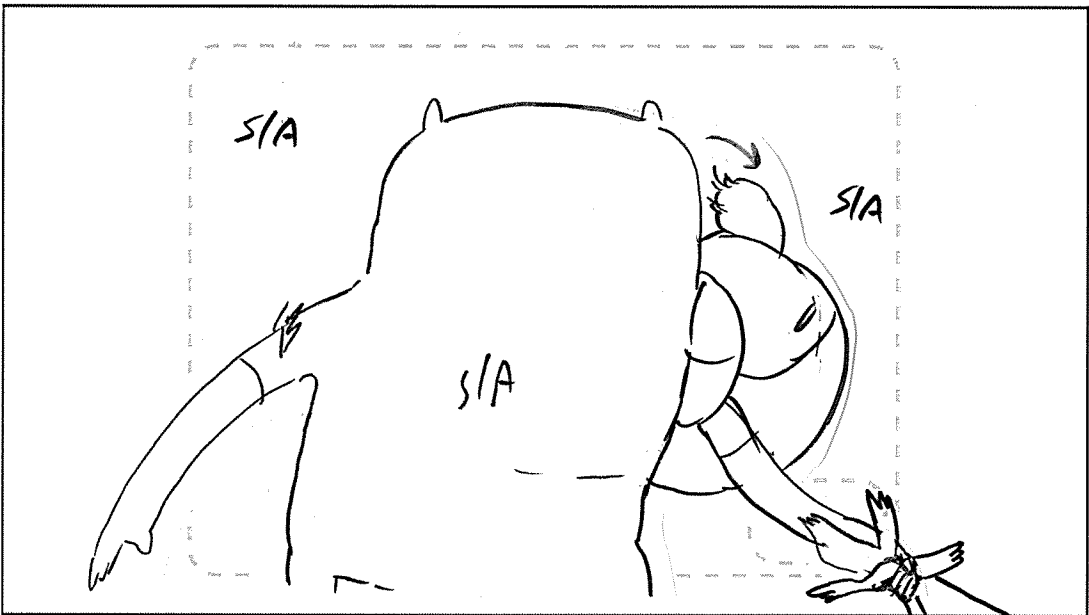
ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night

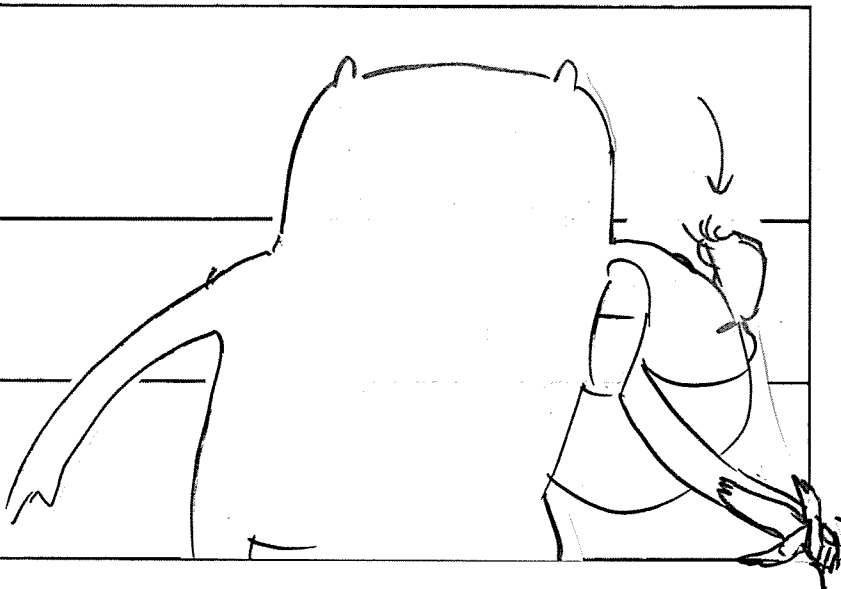


Dialog:

Action:

FINN'S PACK STRAP HAS BEEN
SLICED, STRAP BREAKS & PACK
DANGLES FROM ONE SHOULDER

Timing:



EPISODE # 100871

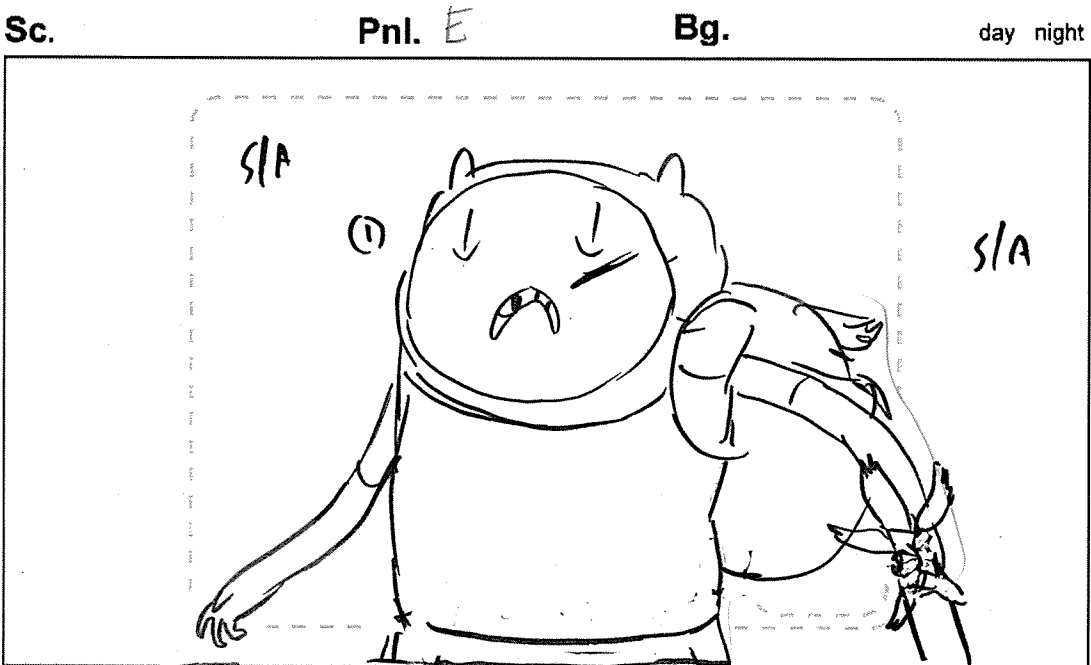
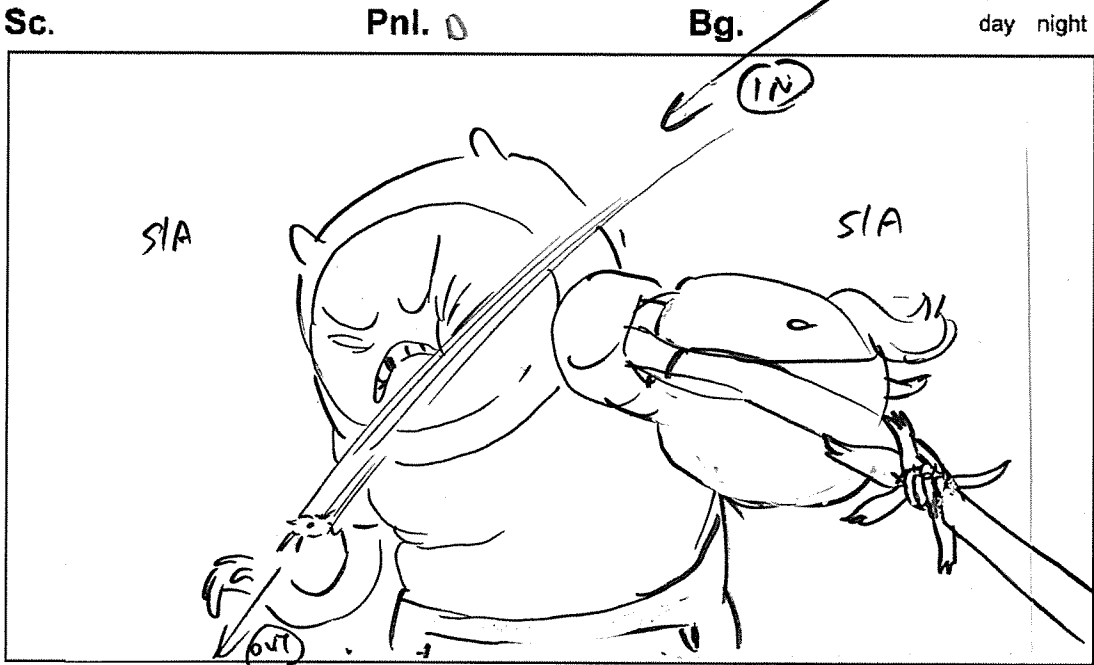
Production :

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ADVENTURE TIME



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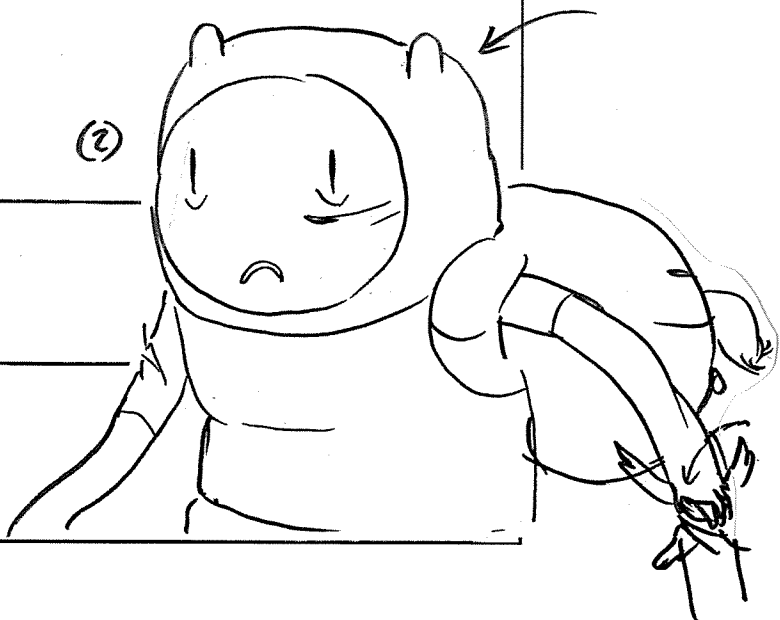


Dialog:

Action:

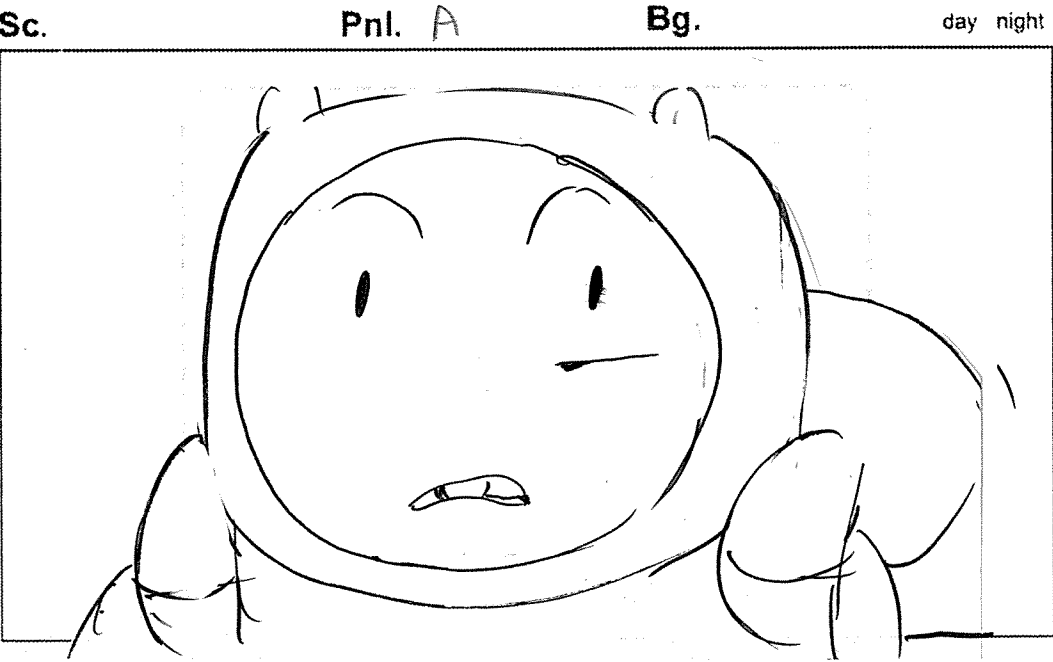
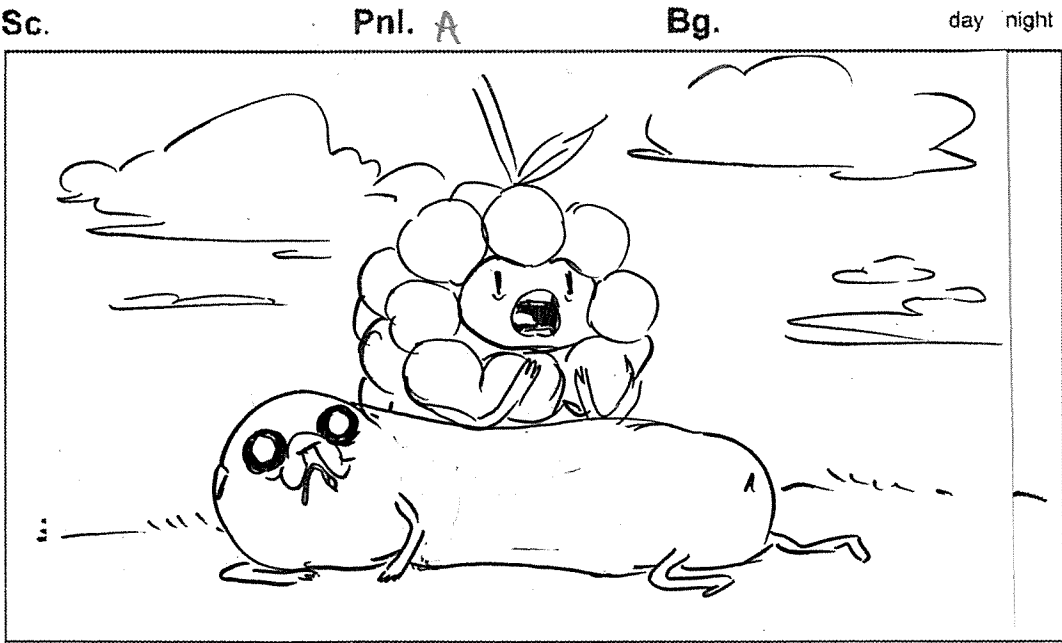
MM FLIES IN, A SUPERFAST BLUR,
SLICING F'S FACE

Timing:



EPISODE # 100871

ADVENTURE TIME



Dialog:

Action:

Timing:

WISHRIEK!

F NOTICES HIS
FACE HAS BEEN CUT.
BLOOD DRIPS SLOWLY.

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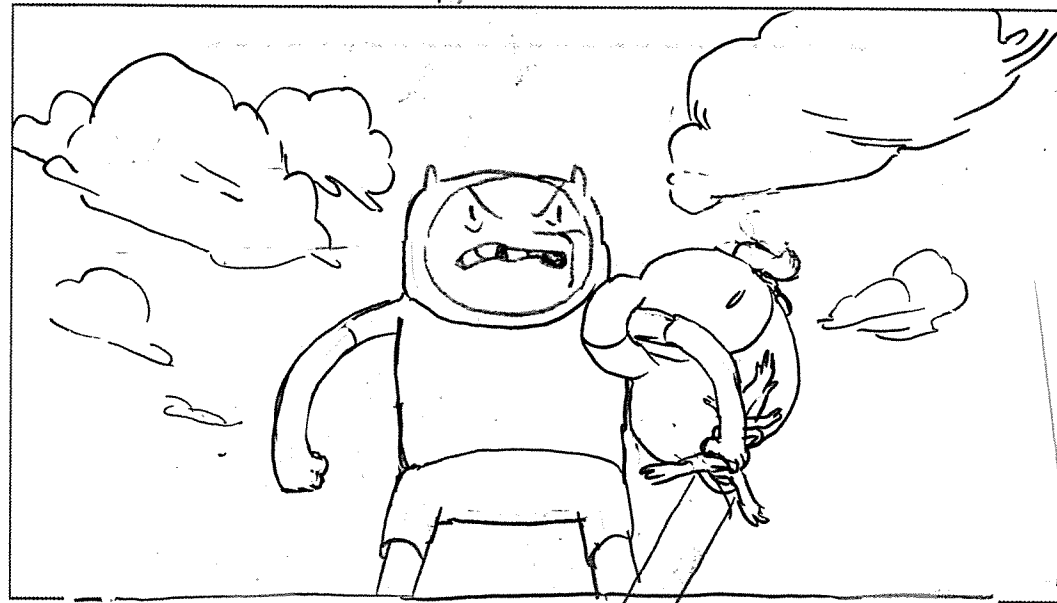
EPISODE # 100871

ADVENTURE TIME

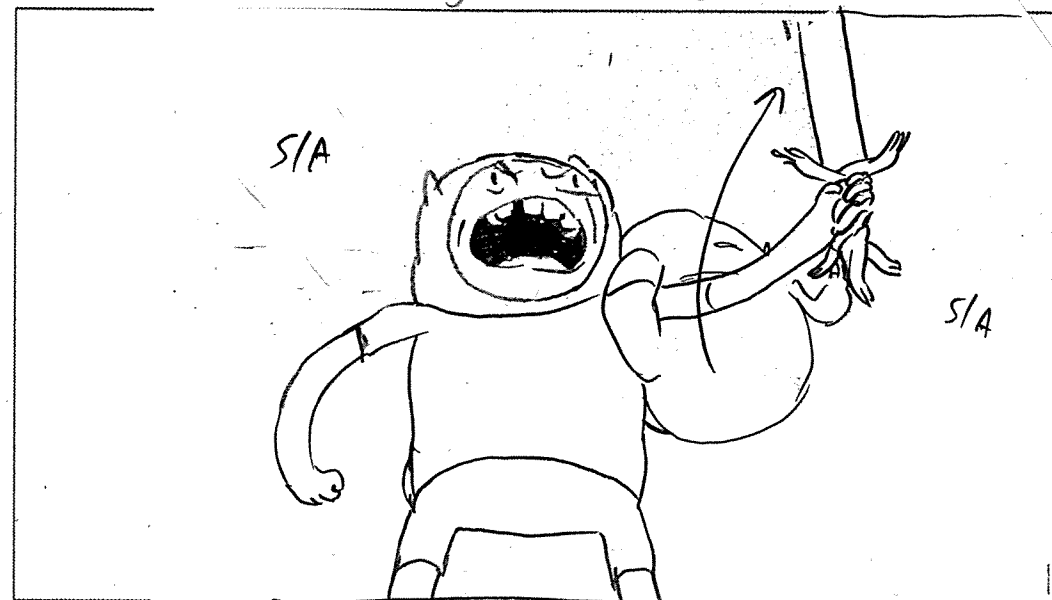


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Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. night



Dial:

Acti

Timing:



F) GIVE IT UP, MEMOW!!!

EPIS

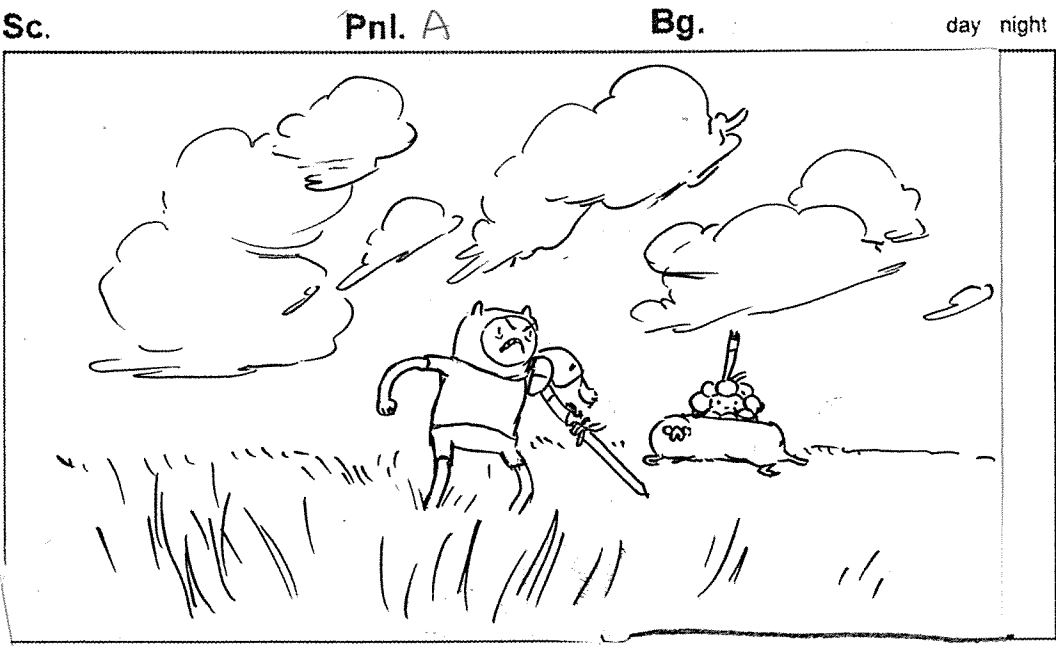
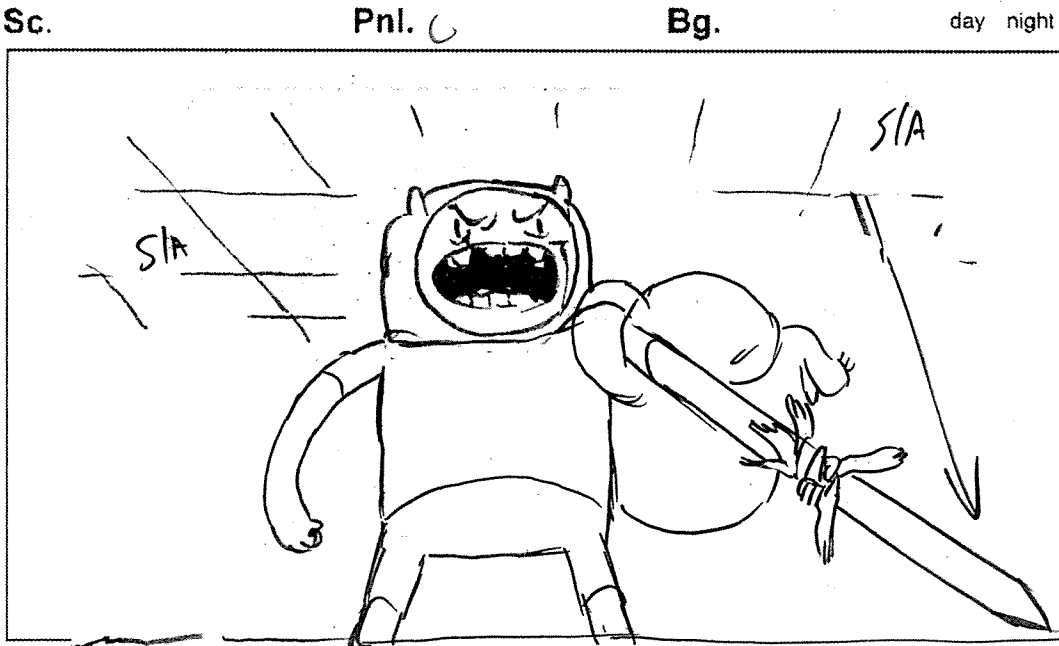
Production :

100871

ADVENTURE TIME



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Dialog:

F) YOU'RE ONLY
MAKING MY FACE LOOK
COOLER!!!

Action:

Timing:

EPISODE # 100871

Production :

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ADVENTURE TIME



ge 183

Sc.

Pnl. B

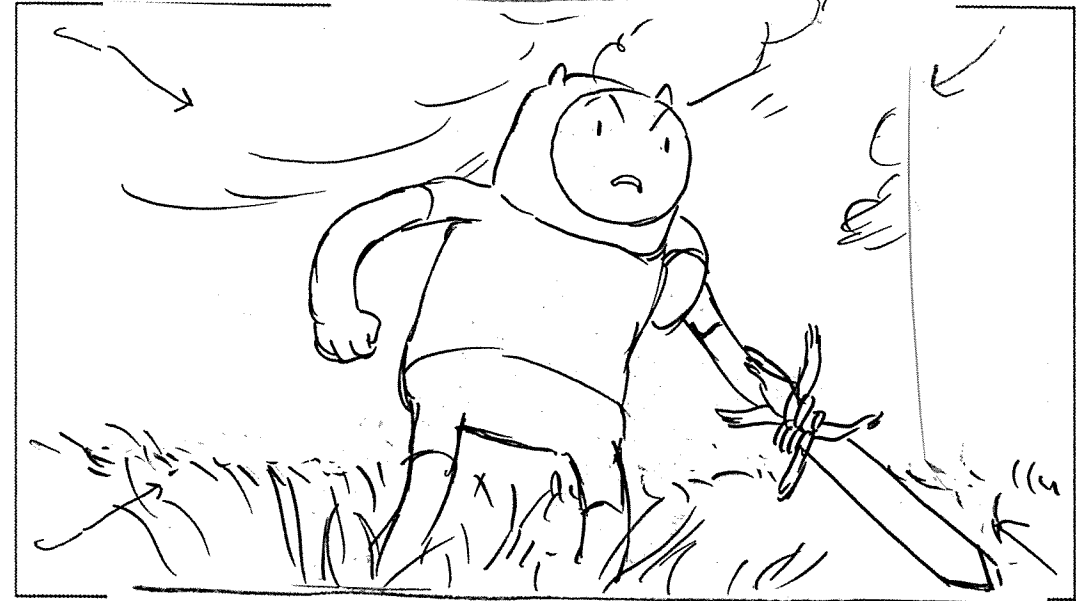
Bg.

day night

Sc.

Pnl. C

day night



Timing:

100871

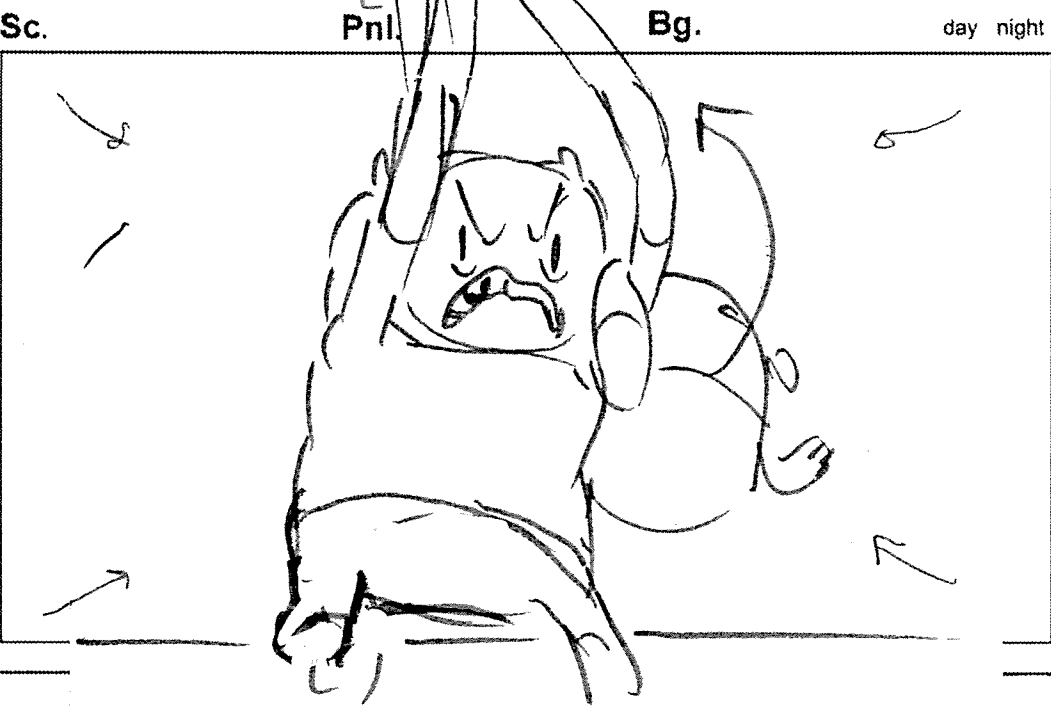
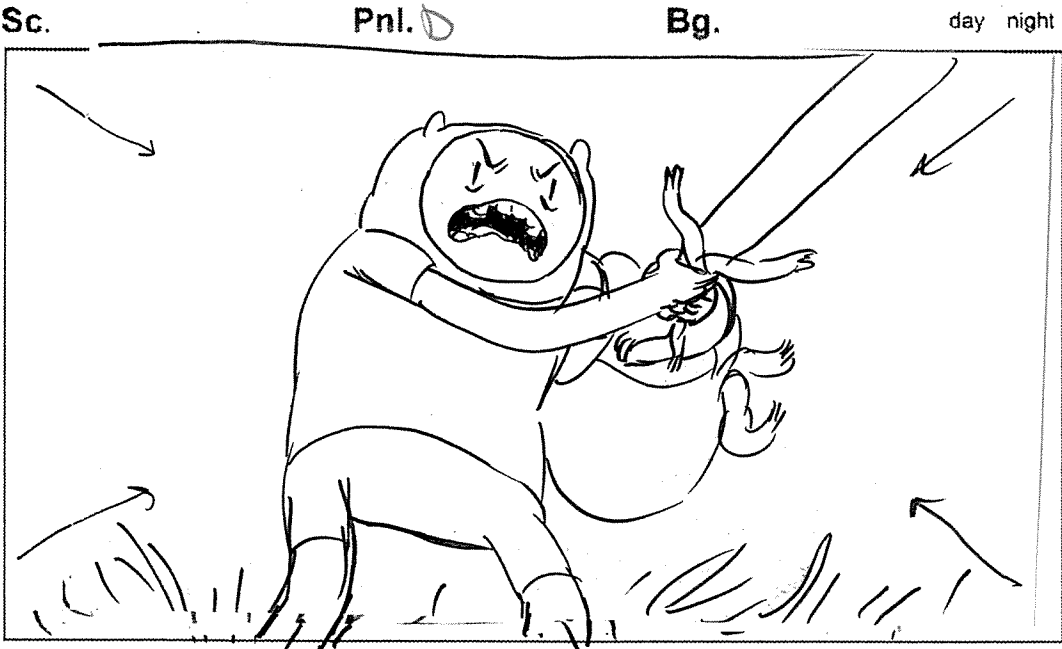
EPISODE #

Production :

1/1

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ADVENTURE TIME



Dialog:

Action:

Timing:

T THERE
40v

Production : EPISODE # 100871

ADVENTURE TIME



Sc.	Pnl. F	Bg.	day night	Sc.	G	night
Dial						
Acti						
Timing:	<p>- ARE!!!</p>					

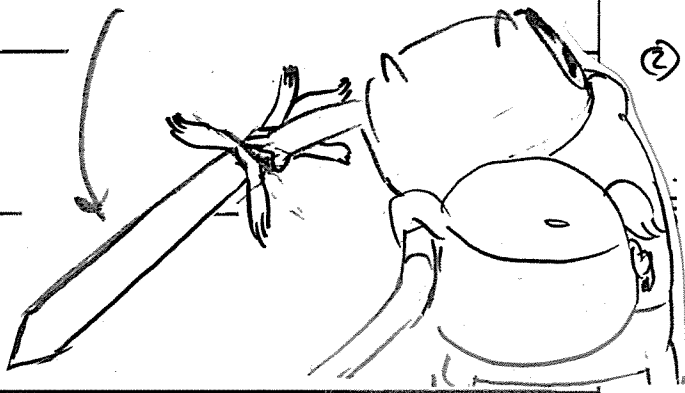
EPISODE # 100871

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night
<p>Dialog:</p>							
<p>Action:</p> <p>INN IS NOW UP IN TREE</p>							
<p>Timing:</p>							

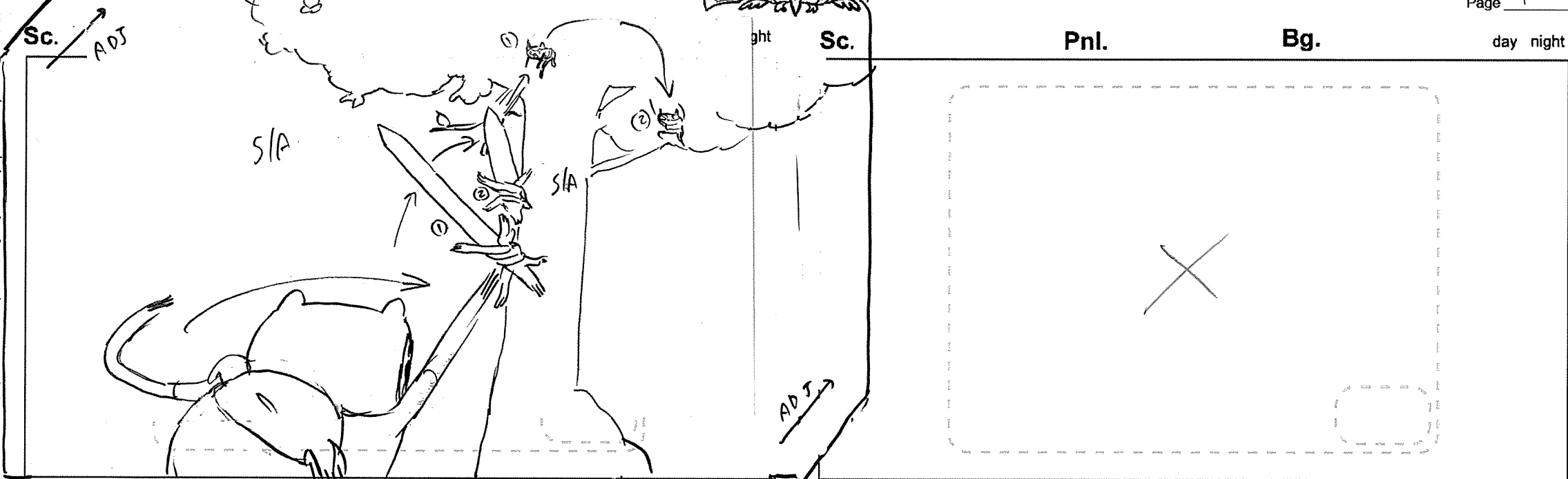


EPISODE # 100871

Pal. C
ADVENTURE TIME



Page 187



Dialog:

Action:

F THROWS HIS SWORD AT M.M.- MM JUMPS
JUST IN TIME (BRANCH SHAKES SLIGHTLY)

Timing:

100871

EPISODE #

Production :

ADV



Page 188

100871

Sc.

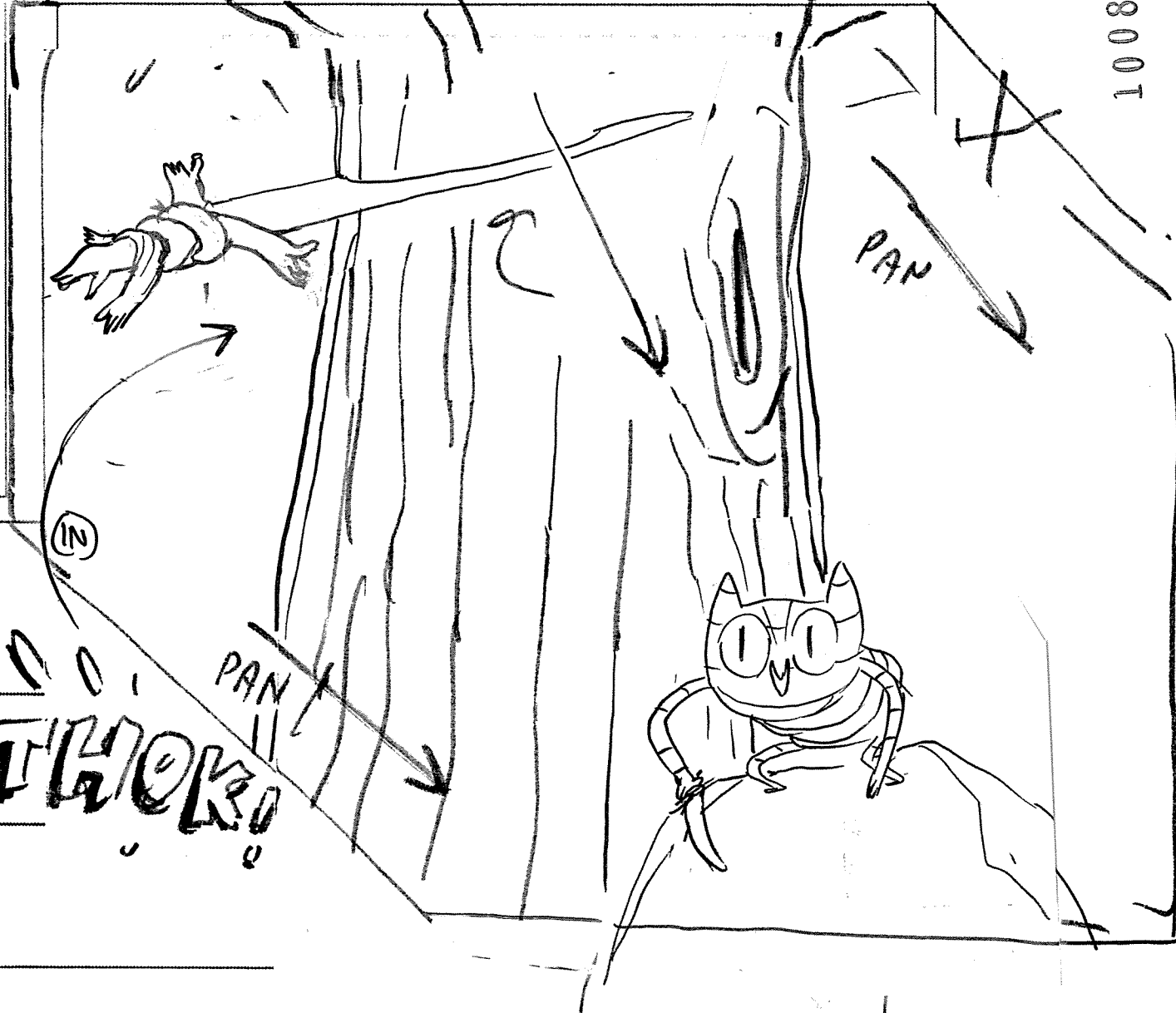
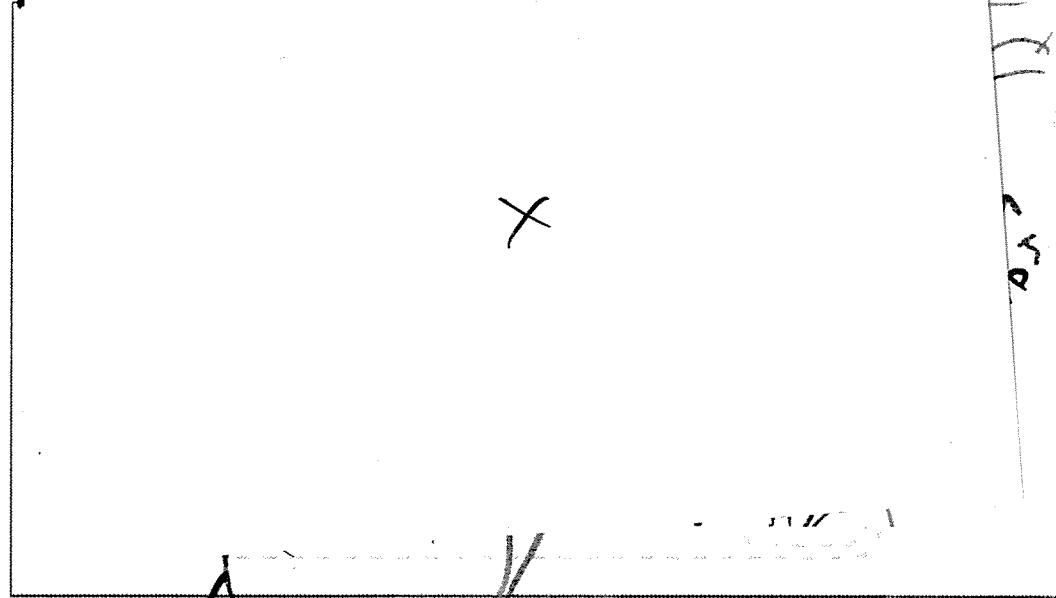
night

Sc.

Pnl. A

Bg.

day night



Dialog:

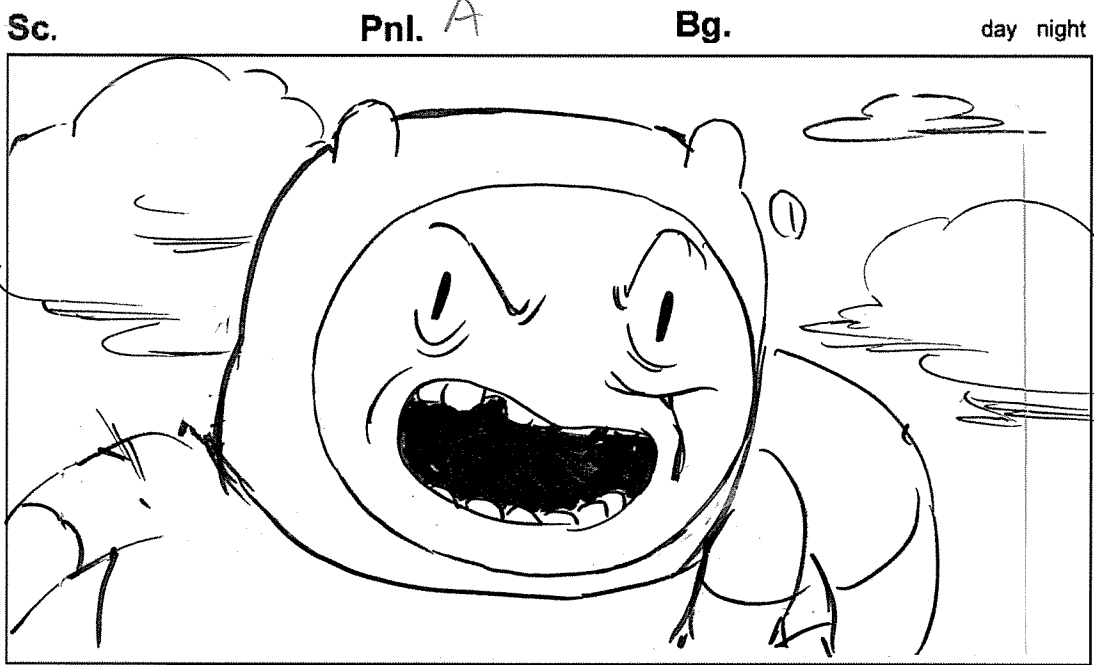
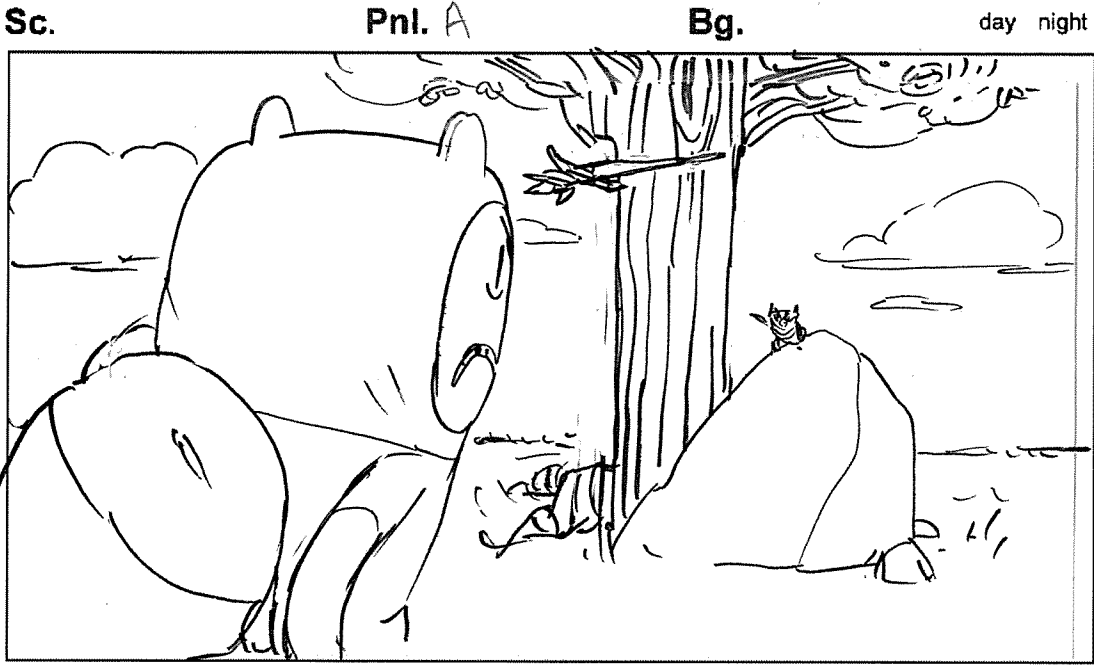
Action:

SWORD HITS TREE + STAYS THERE
EMBEDDED - QUICK PAN TO MM AS SHE
LANDS ON A ROCK TRIUMPHANTLY

Timing:

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ADVENTURE TIME



Dialog:

mm) NO SWORD!
YOU'RE AT MY MERCY!!!

Action:

Timing:

F) HA!! YOU THINK
YOU'RE HURTING ME?!
WITH THAT TINY DAGGER?!?



EPISODE # 100871

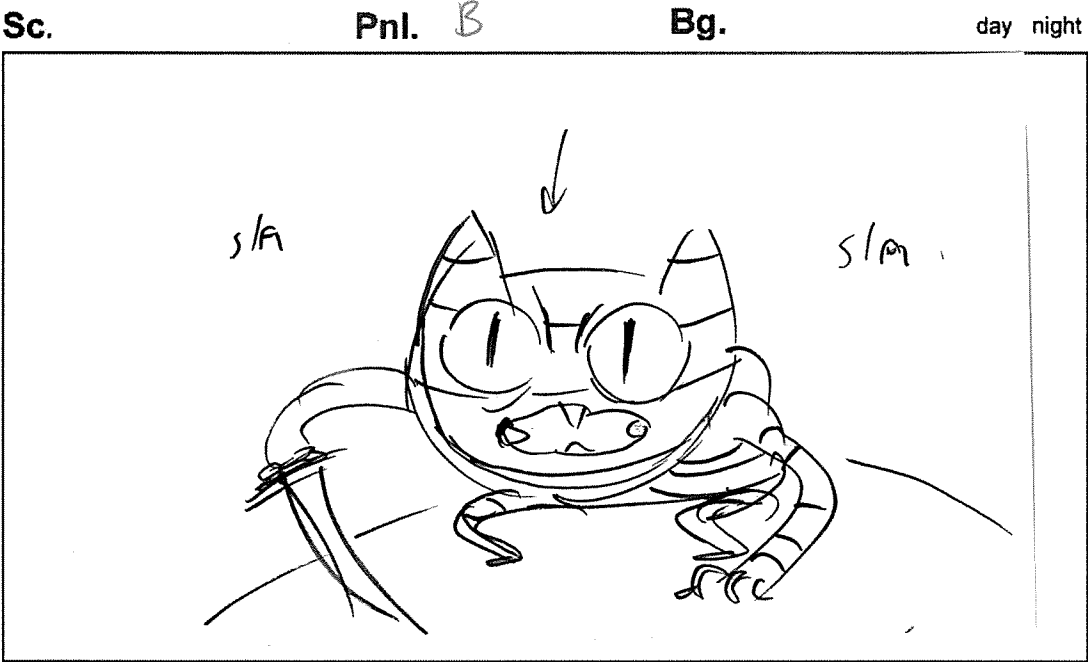
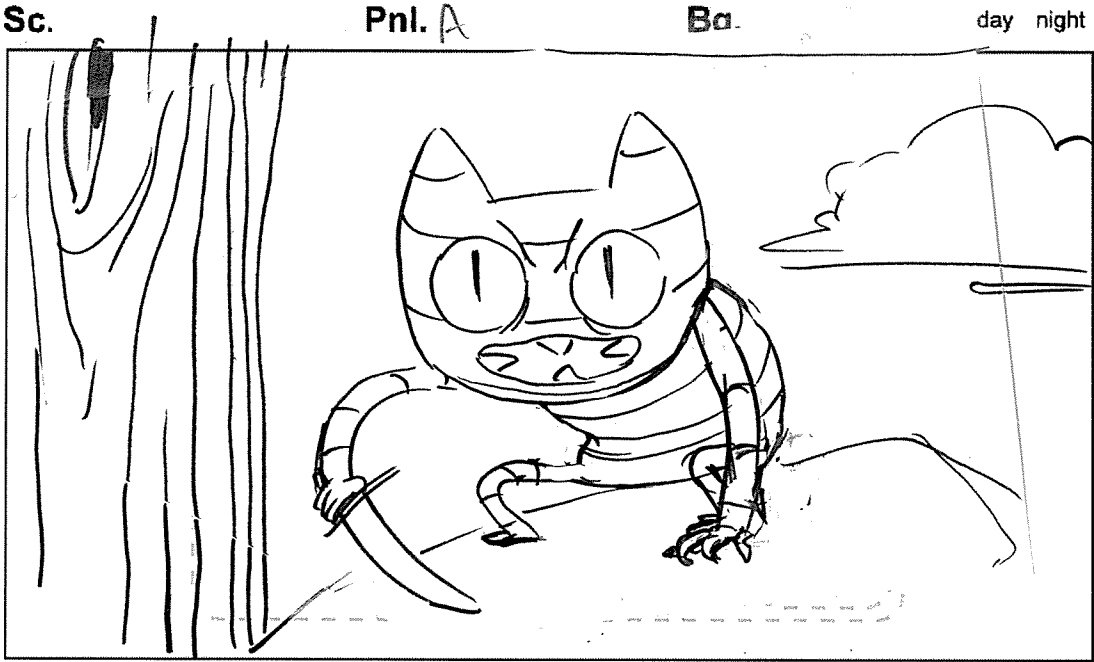
P1

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ADVENTURE TIME



Page 190



Dialog:

mm) WE'LL SEE WHO'S LAUGHING WHEN YOU'RE —

Action:

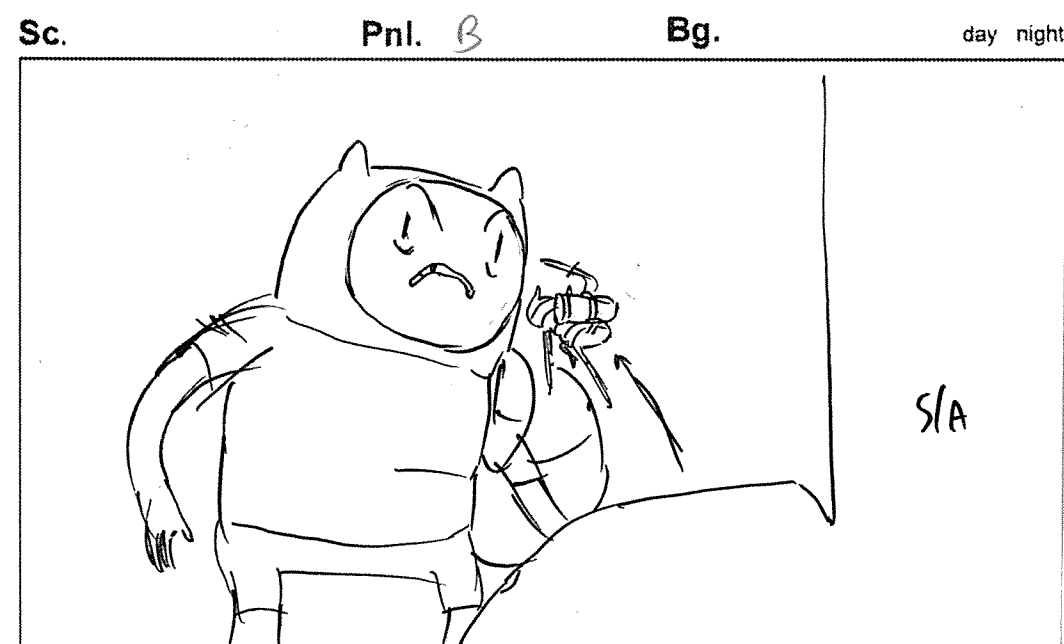
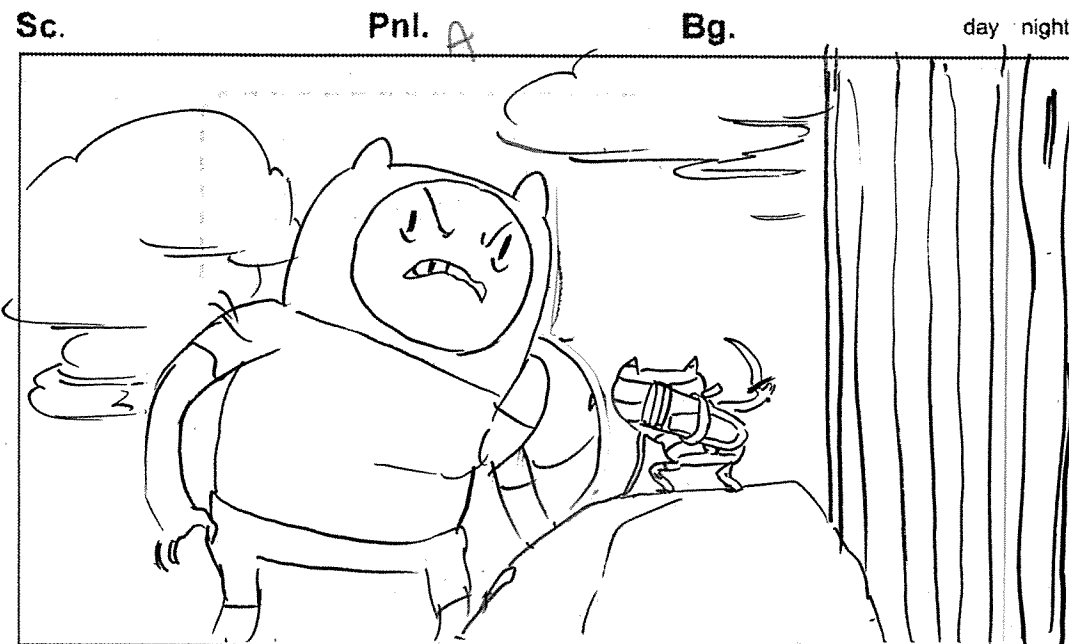
Timing:

EPISODE # 100871
Production :

ADVENTURE TIME



Page 191



Dialog:	MM) BLIND! MM JUMPS AT FINN'S FACE
Action:	
Timing:	

EPISODE # 100871

Production :

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ADVENTURE TIME



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Sc.	Pnl. A	Bg.	day night	Sc.	Pnl.	Bg.	day night	

Dialog:

Action:

mm FLYING TOWARDS F'S FACE

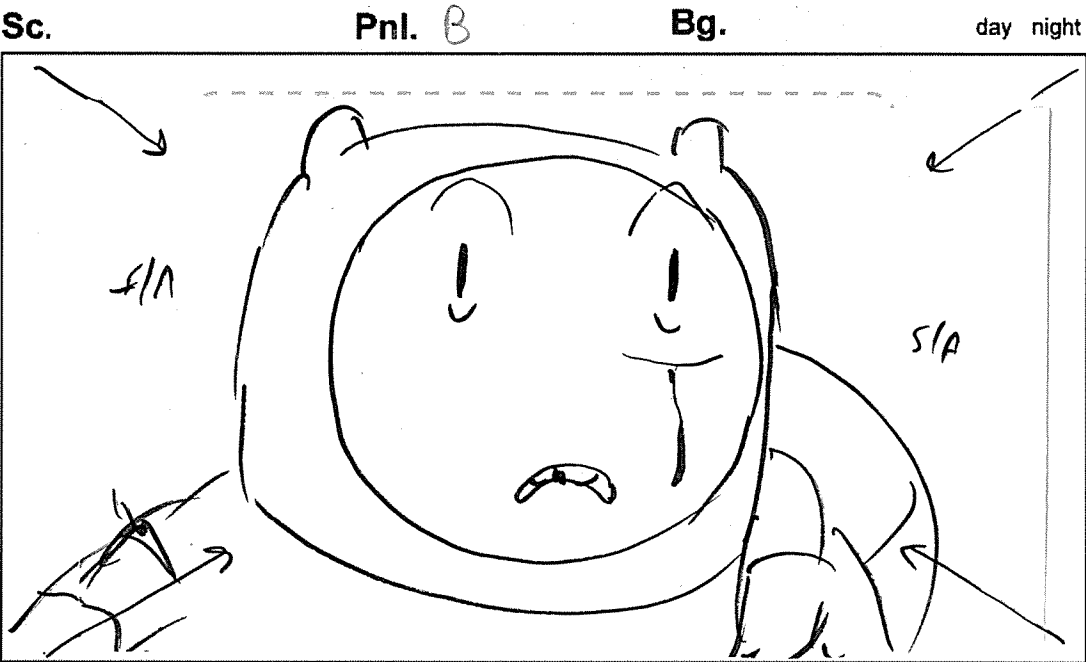
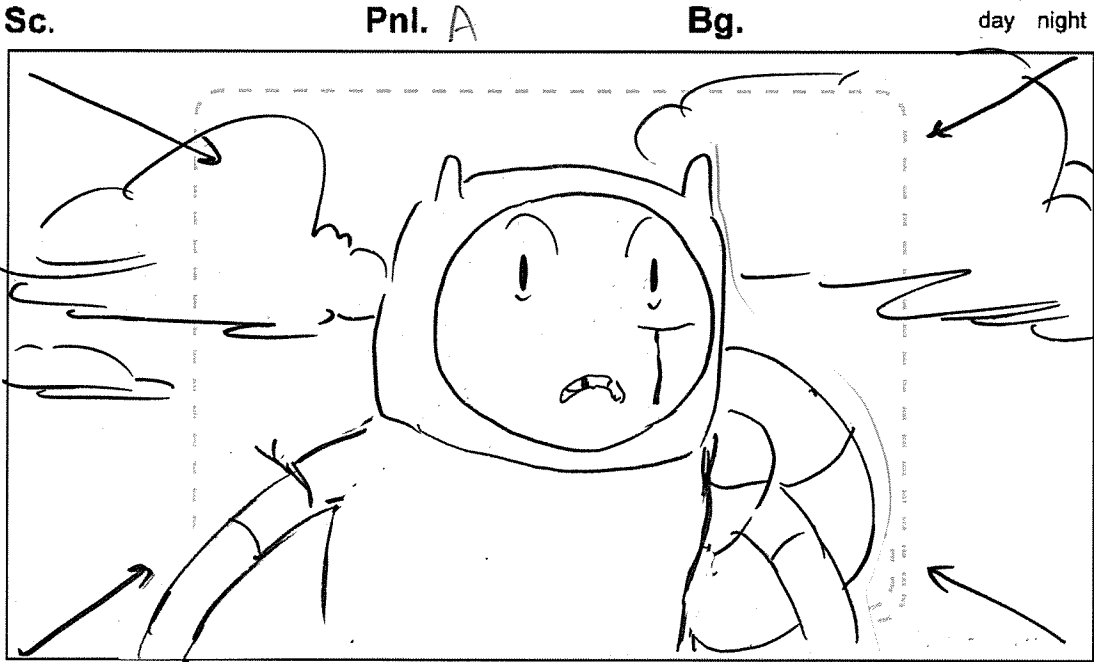
Timing:

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ADVENTURE TIME



Dialog:

Action:

ZOOM FAST (AS IF FROM M.M.'S PERSPECTIVE)

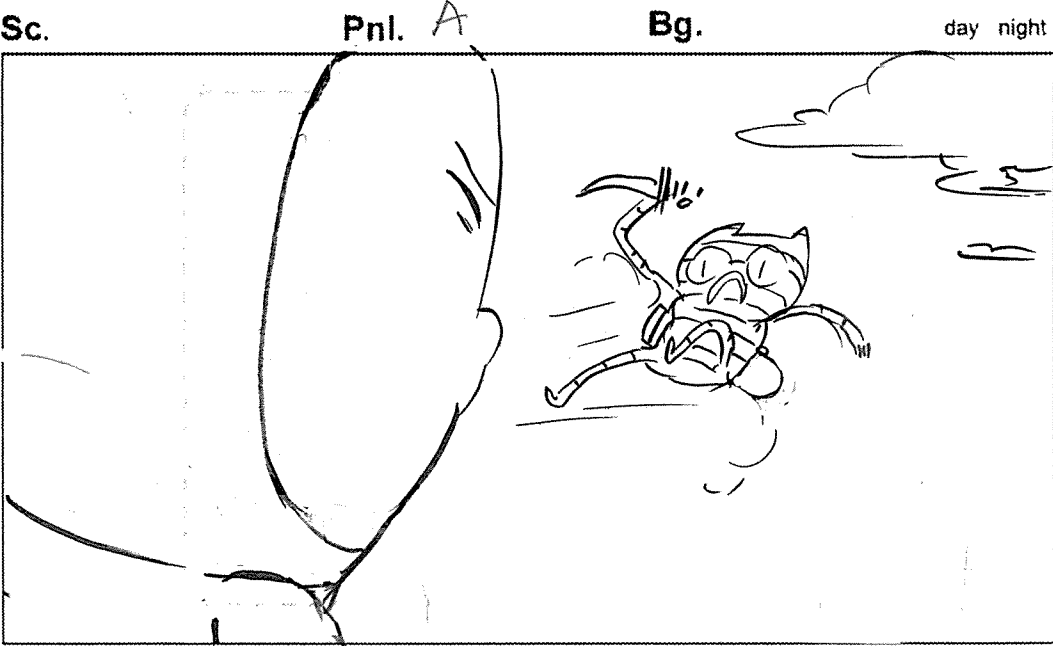
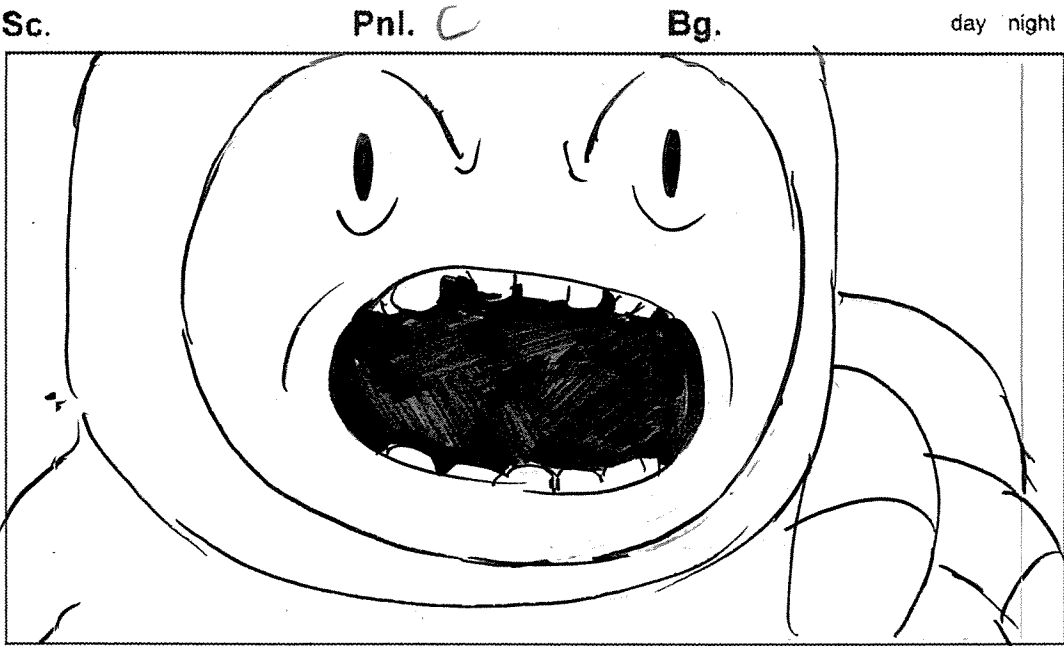
Timing:

EPISODE # 100871
Production :

ADVENTURE TIME



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Dialog:

(DEEP BREATH)
F) HAH-HAH!

Action:

F) FOOOO!

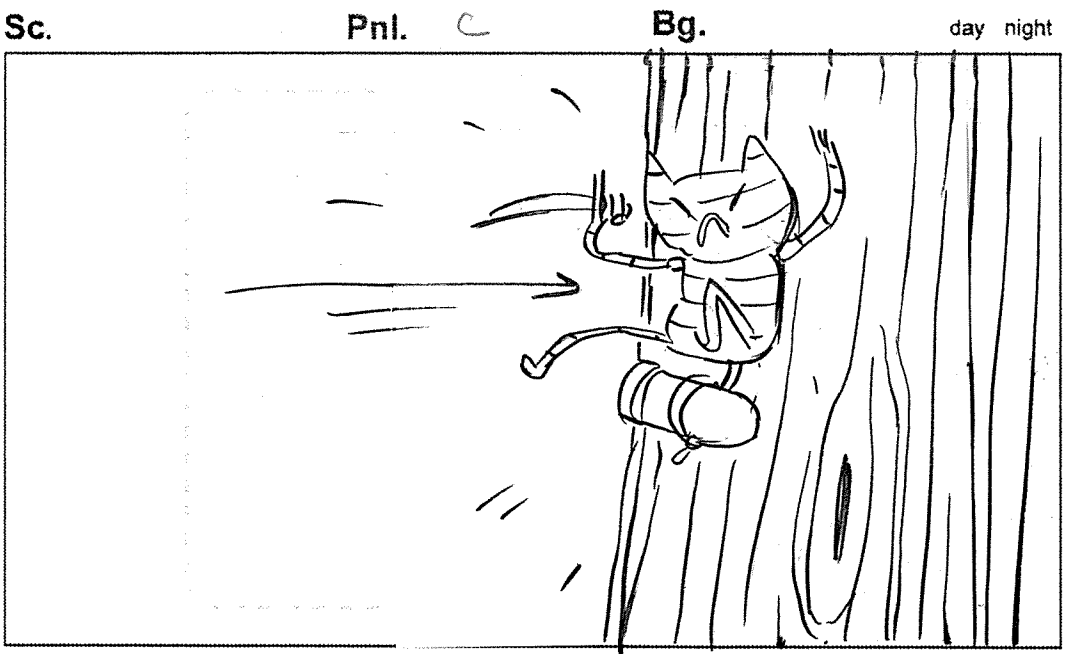
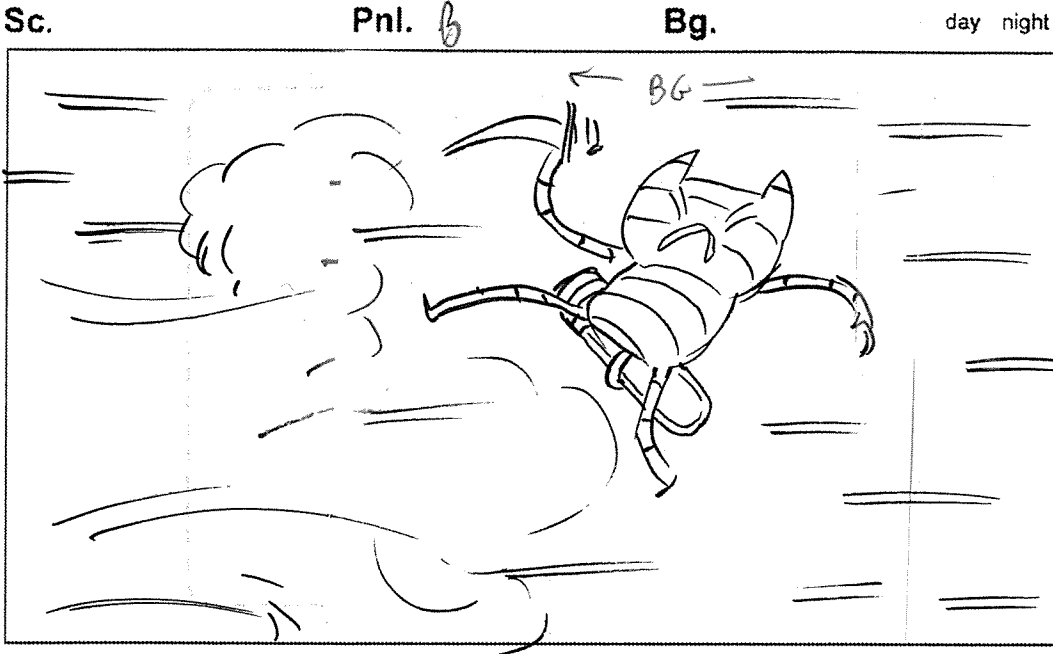
Timing:

FINN BLOWS ON MM, STOPPING HER IN
MID AIR + SENDING HER BACKWARDS

EPISODE # 100871

Production :

ADVENTURE TIME



Dialog:
Action: MM FLIES BACKWARDS & SLAMS INTO THE TREE TRUNK
Timing:

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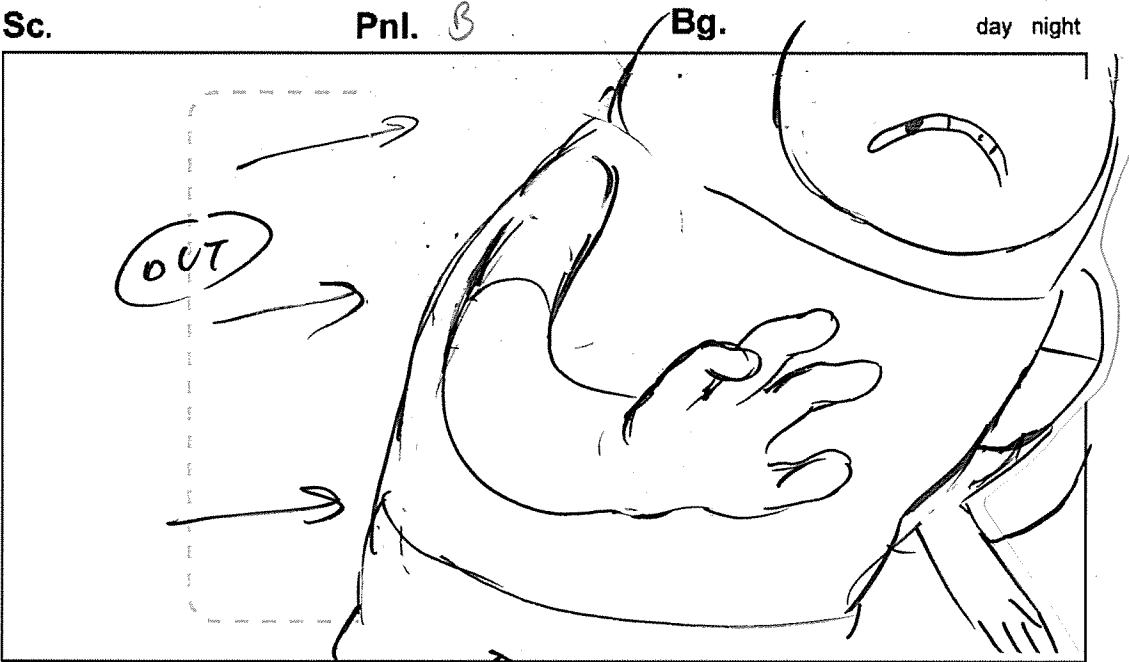
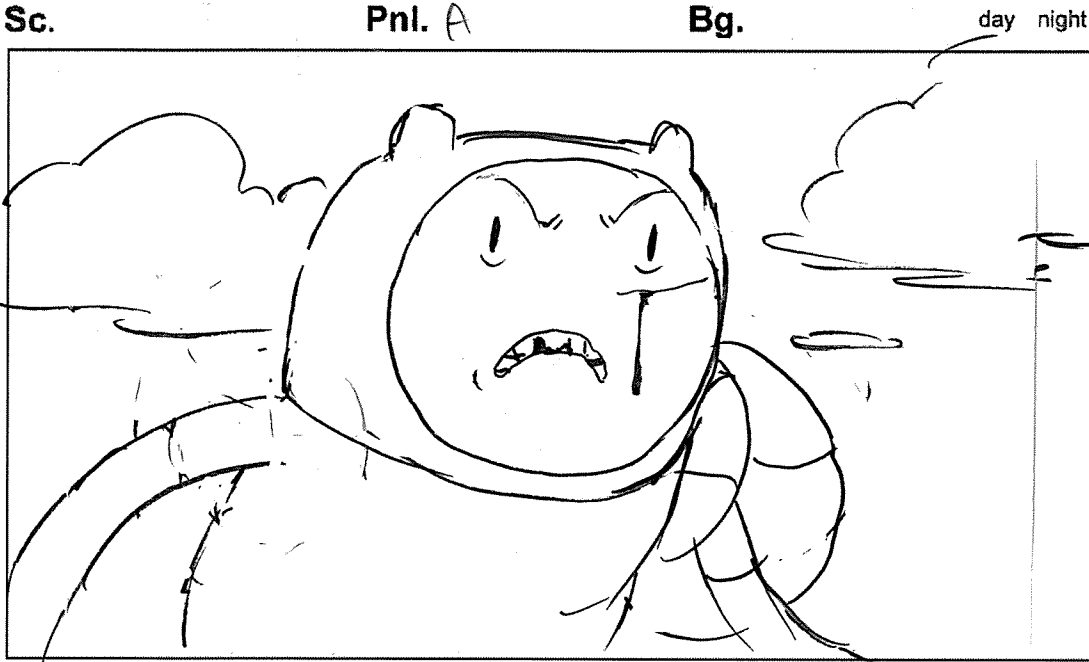
EPISODE # 100871
Production :

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ADVENTURE TIME



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Dialog:
Action: FINN LURCHES FORWARD, EXTENDING A HAND TO TRAP M.M.
Timing:

EPISODE # 100871
Production :

ADVENTURE TIME



197

Sc.	Pnl. A	Bg.	day night	Sc.	P B	night
Dialog:						
Action:						
Timing:						

EPISODE # 100871

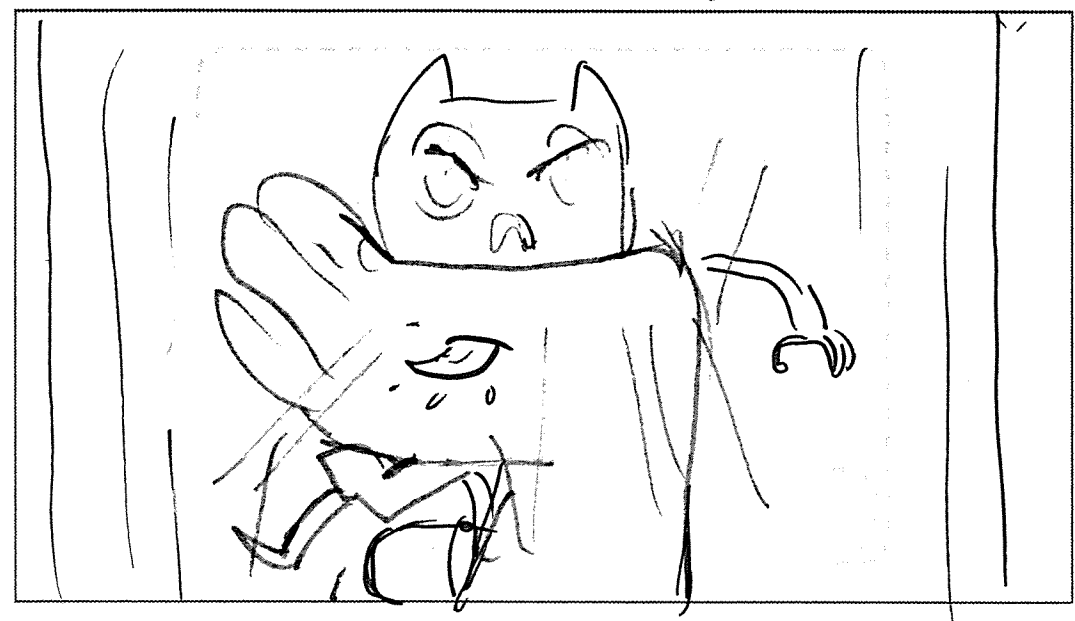
Production :

ADVENTURE TIME



Page 198

Sc. Pnl. C Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	F) FFF!!!
Action:	
Timing:	

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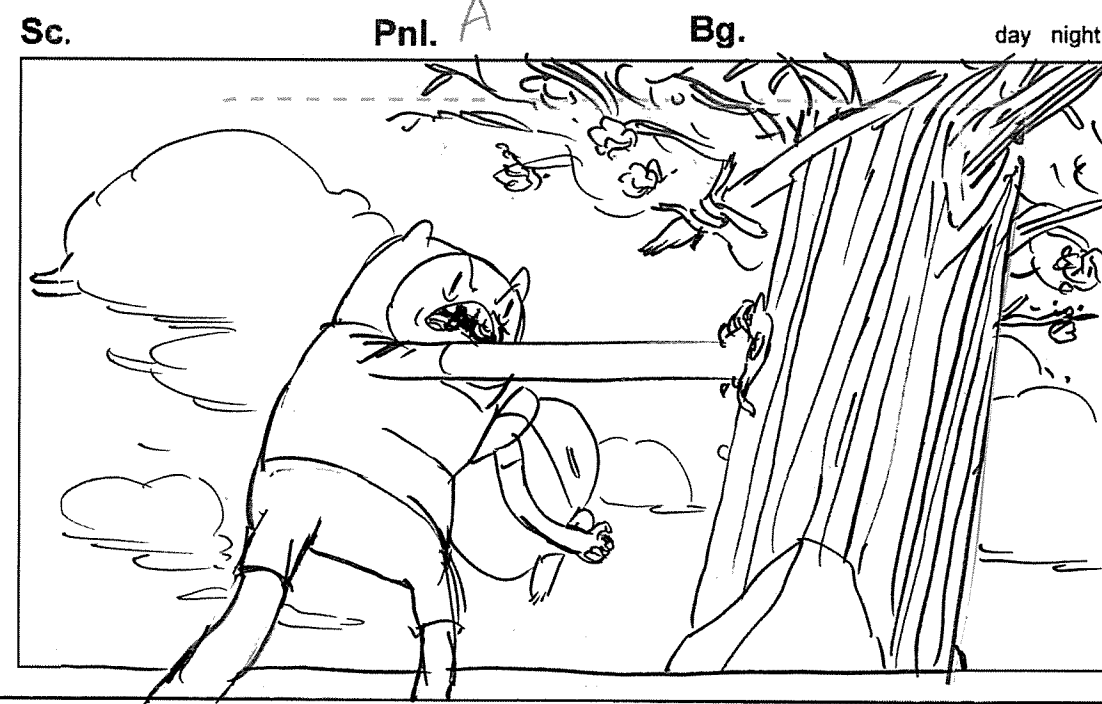
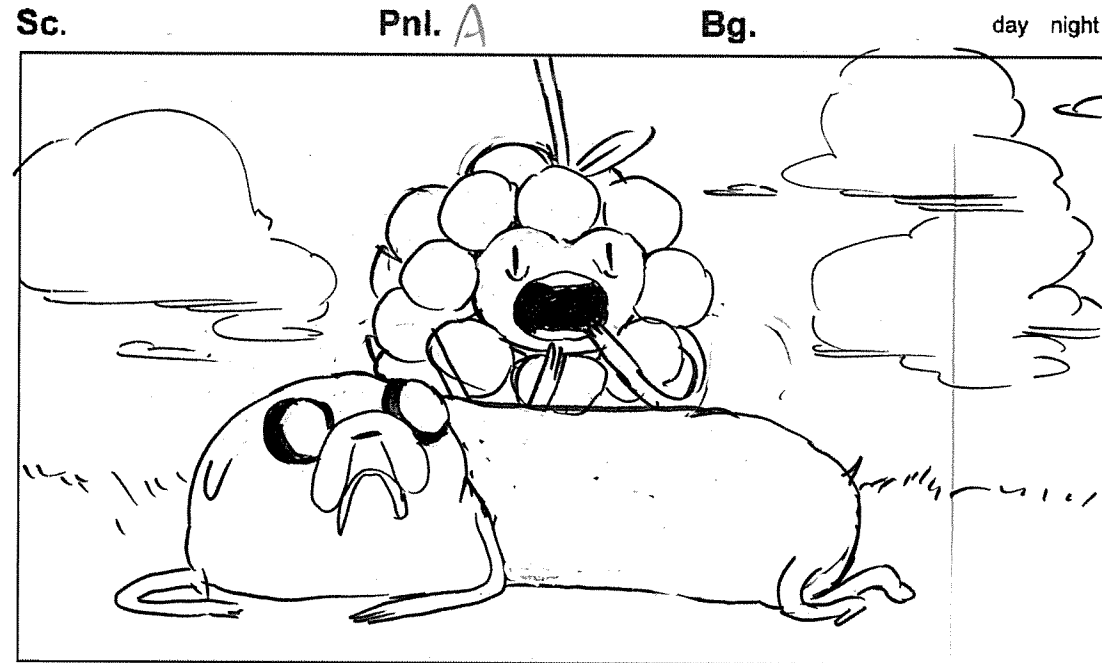
EPISODE # 100871

Production :

ADVENTURE TIME



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Dialog:

WB) GASP!

F) IT'S OVER!!!!

GIVE ME THE ANTIDOTE!!!

Action:

F HAS MM PINNED TO THE TREE

Timing:

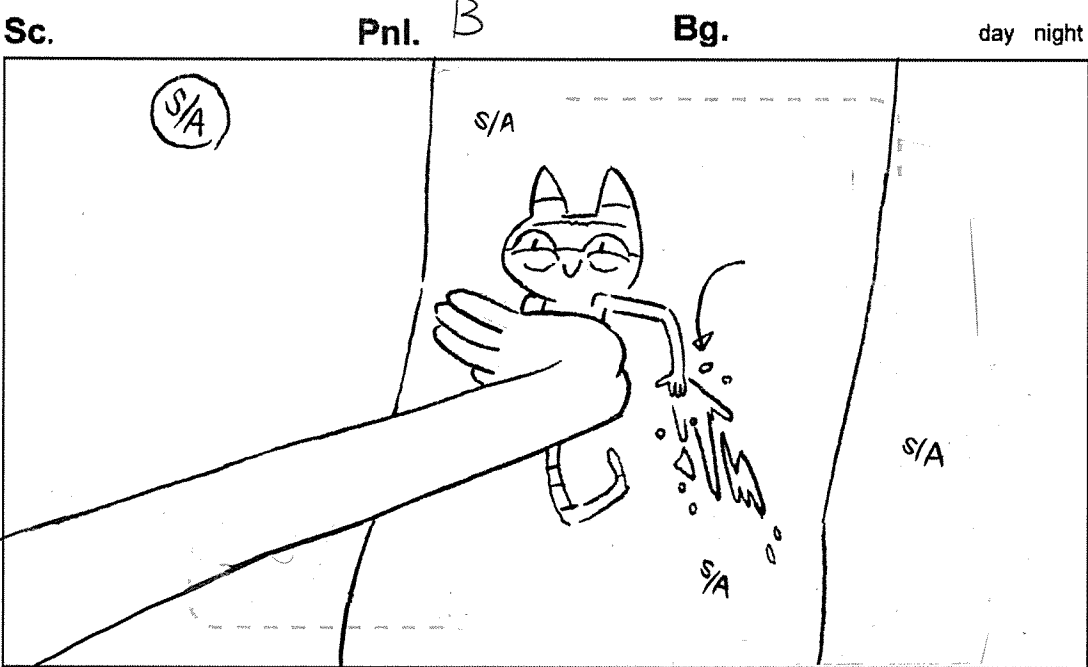
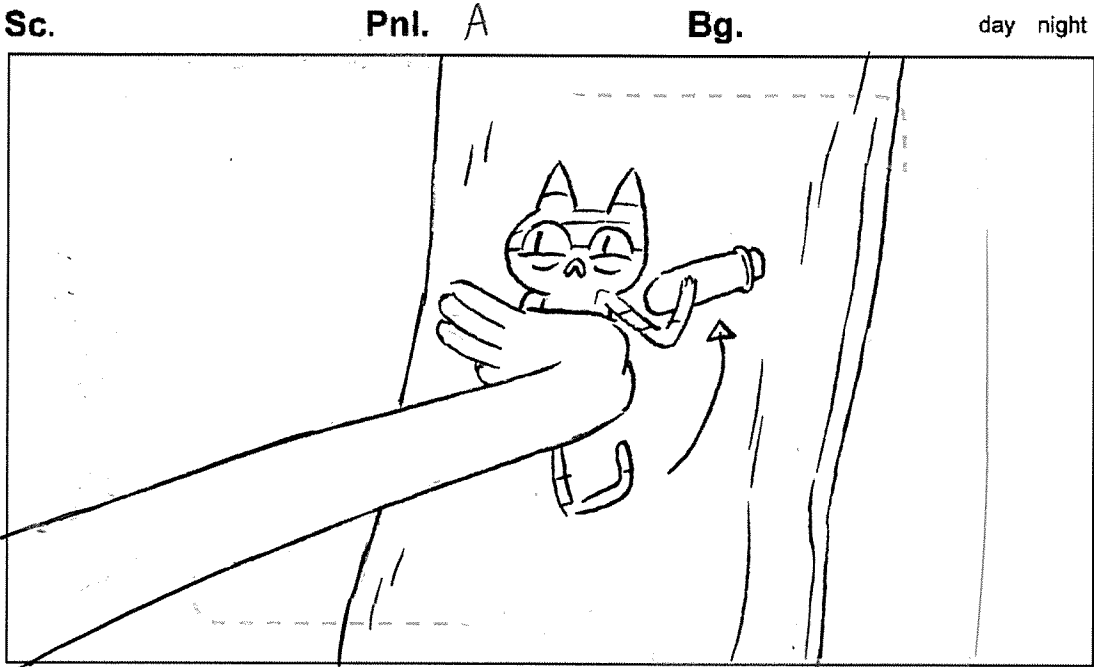
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ADVENTURE TIME



Dialog: MM: (M-2) WHAT ... THIS ANTIDOTE

SFX: * SKSHH!! *

Action: ME-MOW FLIPS THE VIAL UP TO HER HAND USING HER TAIL. ME-MOW SHATTERS THE VIAL AGAINST THE TREE TRUNK.

Timing:

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	
E: NOOO!!	E: (WRATHFUL) YOU ...
Action:	
Timing:	

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EPISODE #
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ADVENTURE TIME



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Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night
		S/A			S/A		

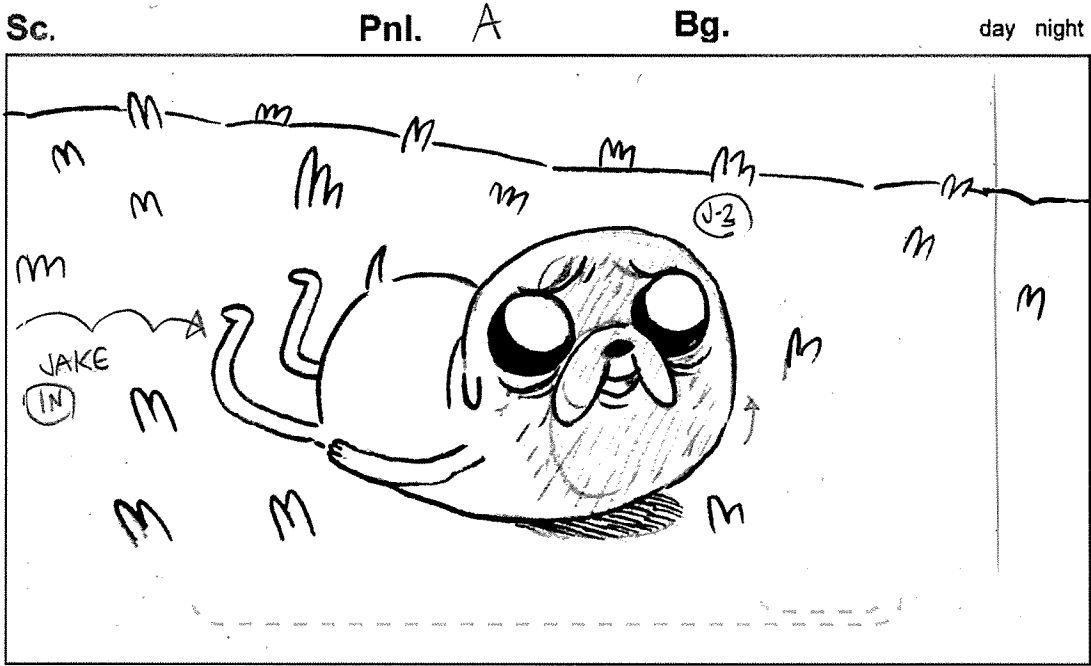
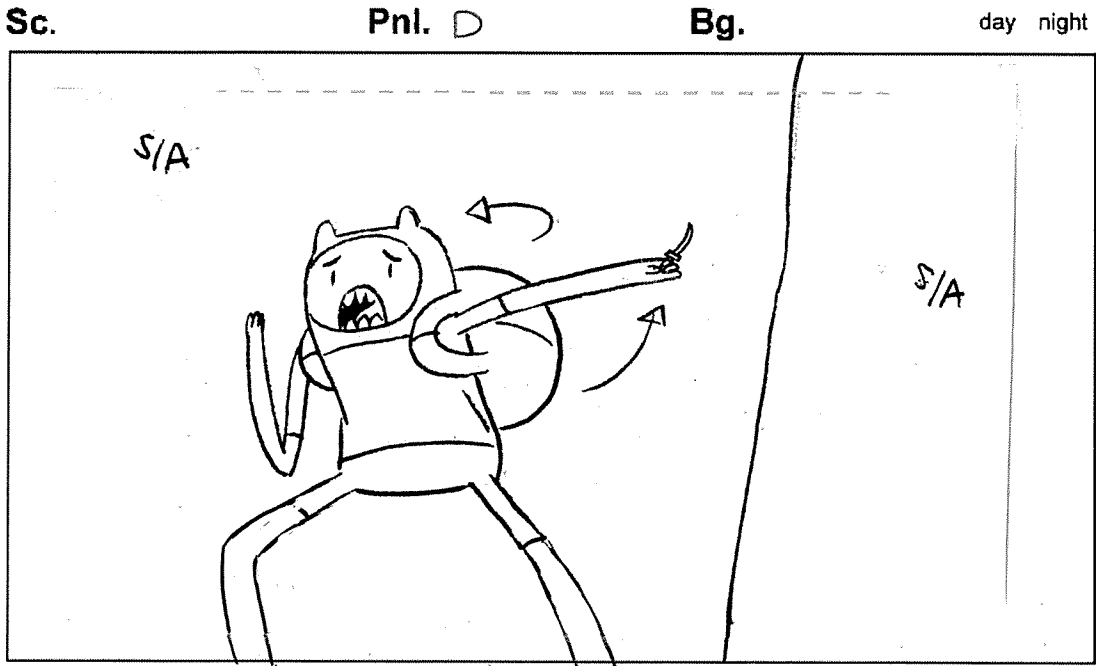
Dialog:	<p>F: ... MILK-SUCKER !!</p> <p>SFX: * WHAMM! *</p>
Action:	<p>• FINN PUNCHES ME-MOW</p> <p>• ME-MOW HURTLES OFF/S.</p> <p>SFX: * FWIK! *</p> <p>• FINN PULLS ME-MOW'S SWORD OUT OF HIS HAND.</p>
Timing:	

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ADVENTURE TIME



Dialog:

E: JAKE, COME LICK THIS TREE BARK. J: I'M COMIN ...

Action:

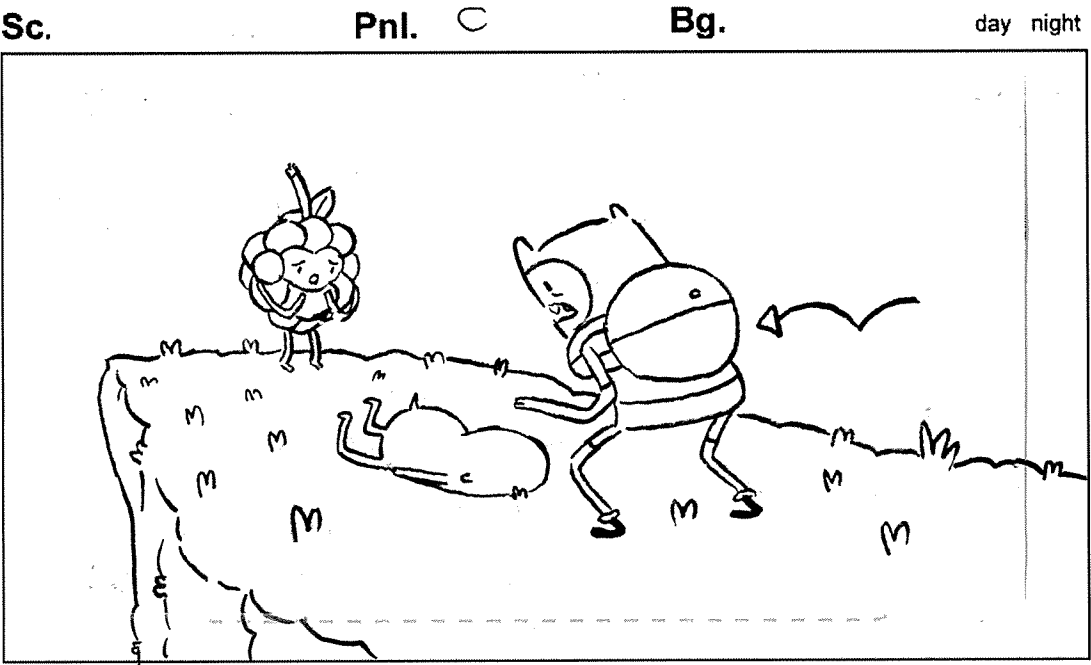
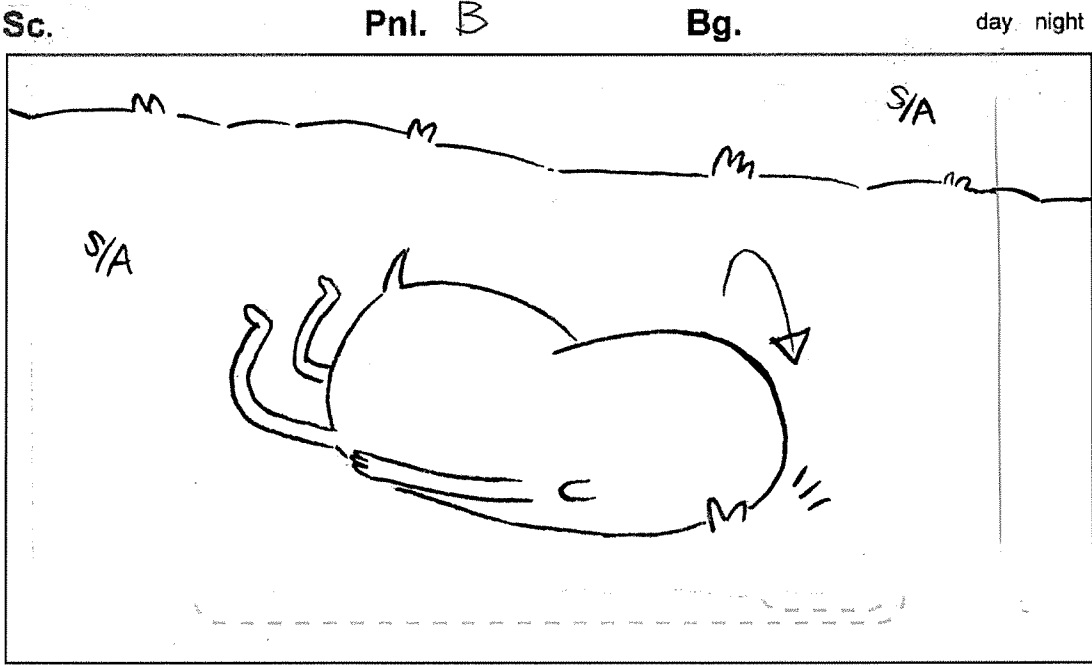
• FINN POINTS AT TREE TRUNK. • JAKE IN CHWORMS / SON / S / ...

Timing:

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ADVENTURE TIME



Dialog:	
J:	F: (MONKEY GRUNTS) UH-UH-UH
Action:	
• JAKE'S HEAD COLLAPSES	• FINN RUNS UP TO JAKE. • TRUCK OUT.
Timing:	

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ADVENTURE TIME



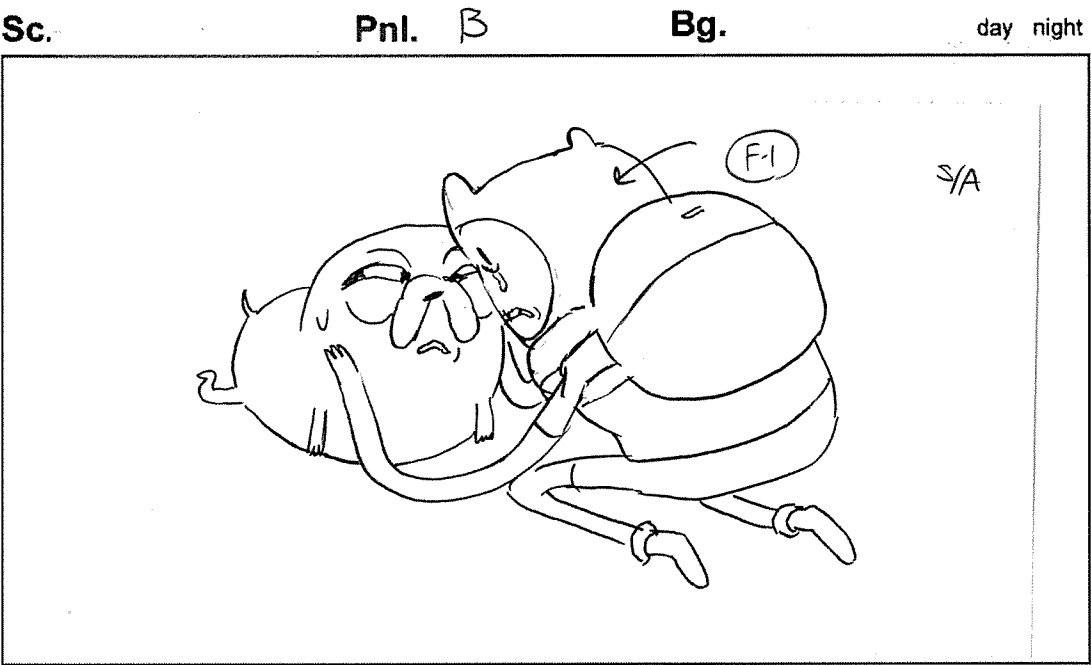
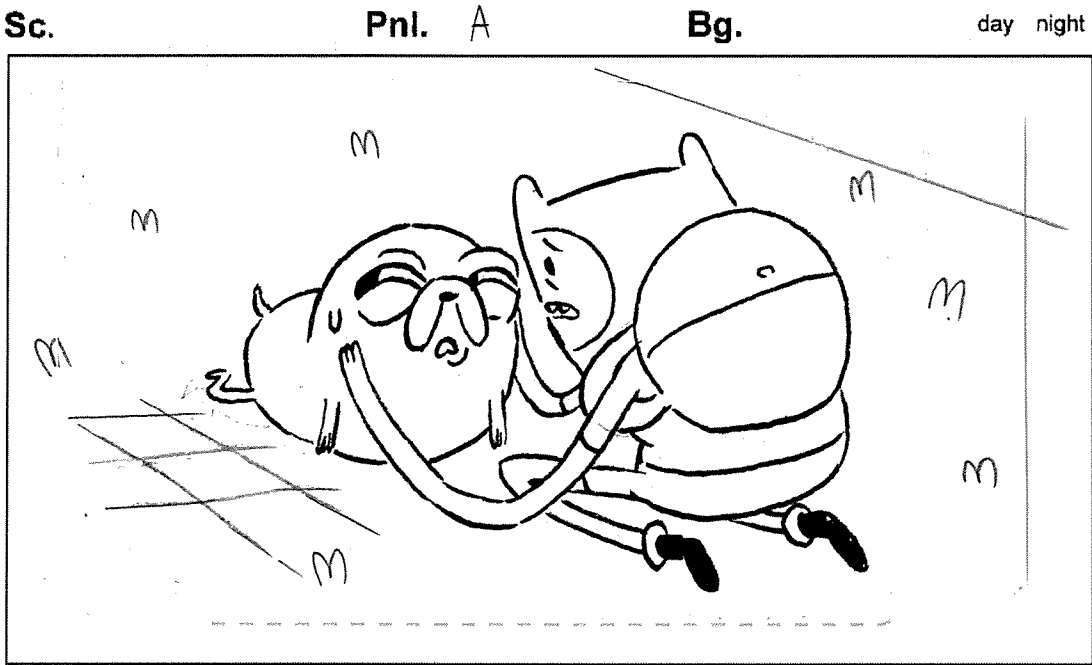
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	<u>MM</u> : (GLOATING FORGET IT, KID ...	<u>MM</u> : I GAVE JAKE ENOUGH POISON TO KILL A DOG <u>50</u> <u>TIMES</u> HIS SIZE.
Action:		
Timing:		

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ADVENTURE TIME



Dialog:

F:
OH NO...

F: [WEEPING]

Action:

FINN SMOOSHES HIS
FACE AGAINST JAKE

Timing:



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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:

F/J : WAIT, OH YEAH !

J : [DEEP INHALE]

Action: FINN & JAKE SEPERATE SUDDENLY.

Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

J: [STRAINING]

J:

DOG LIVER TIMES 51 !!

Action:

Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

S/A

Dialog:

MM : A MAGIC DOG ? ...

MM : Nooo !!

Action:

Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

F: HOW YOU FEELIN', DUDE

J: √ B I I I G L I V E E E R √

Action:

∴ JAKE SHRINKS DOWN TO NORMAL SIZE.

Timing:

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

↓:
BIG LIV-ER

MM: (ENRAGED)
YOU'VE RUINED ME!

Action: JAKE SWINGS HIS ARMS WITH JOY.

Timing:

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ADVENTURE TIME



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Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialog: <u>MM</u> : I HAVE TO WAIT A WHOLE YEAR TO RETAKE THE ASSASSIN'S TEST!		<u>WB</u> : Awww ...	
Action: • ME-MOW LUNGES FORWARD.			
Timing:			

EPISODE # 100871

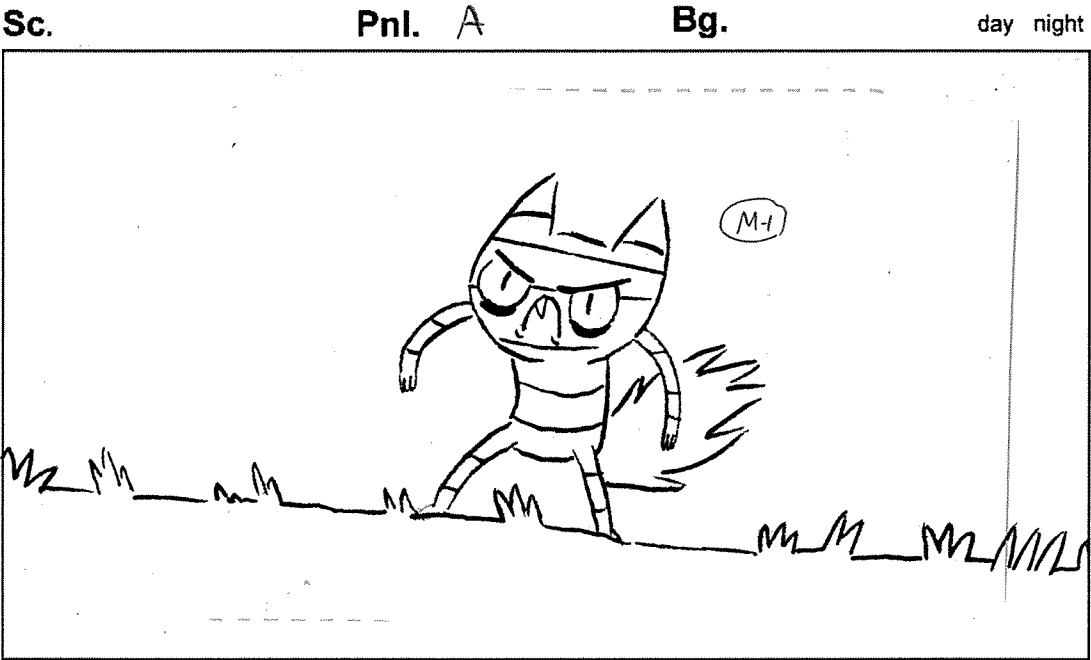
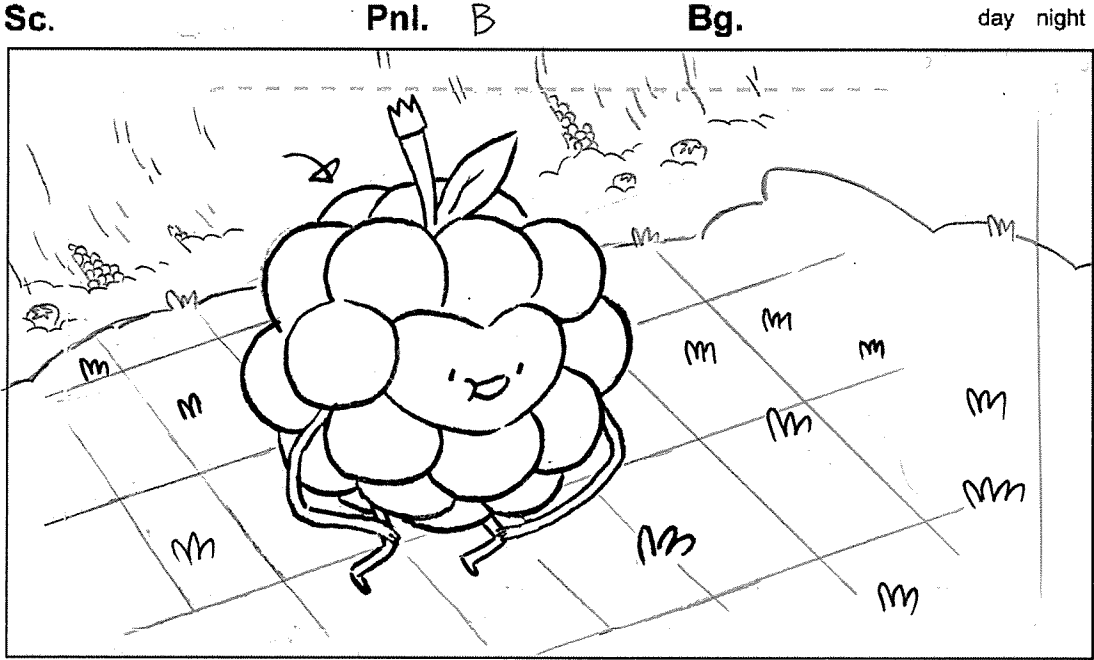
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ADVENTURE TIME



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Dialog:

WB:

WHAT IF I MADE
YOU MY ROYAL PET?

MM:

Action:

WILDBERRY SQUATS DOWN.

ME-MOW TREMBLES WITH RAGE.

Timing:



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ADVENTURE TIME



Sc. JAKE
OUT Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

SFX: * TMP-TMP-TMP *

Action:

- ME-MOW SCURRIES FORWARD AND LEAPS OFF/S.

Timing:

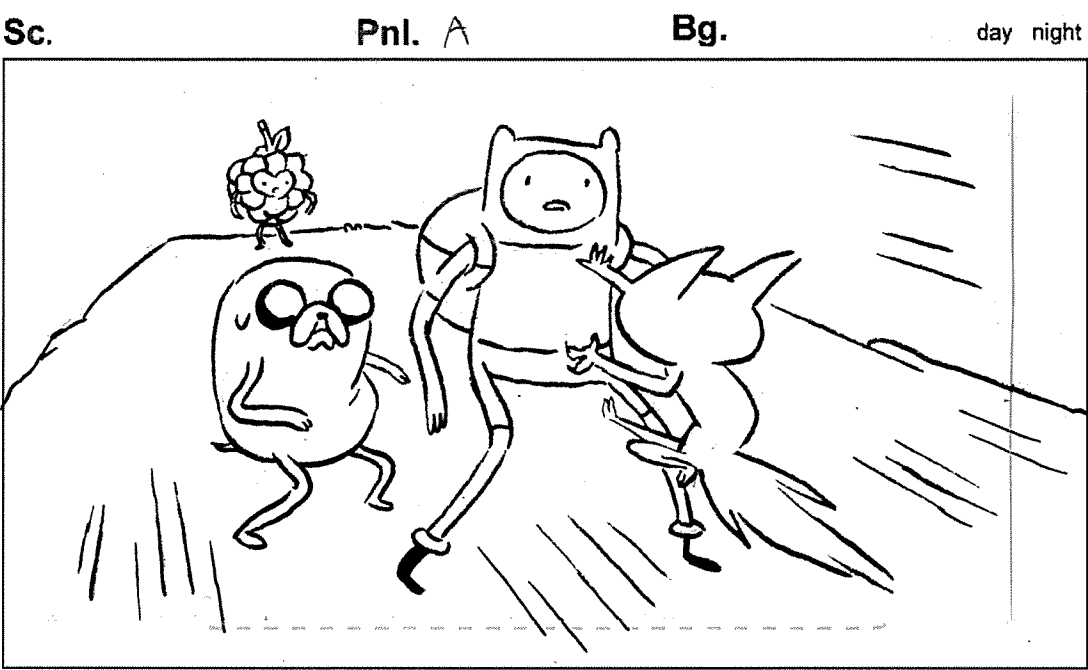
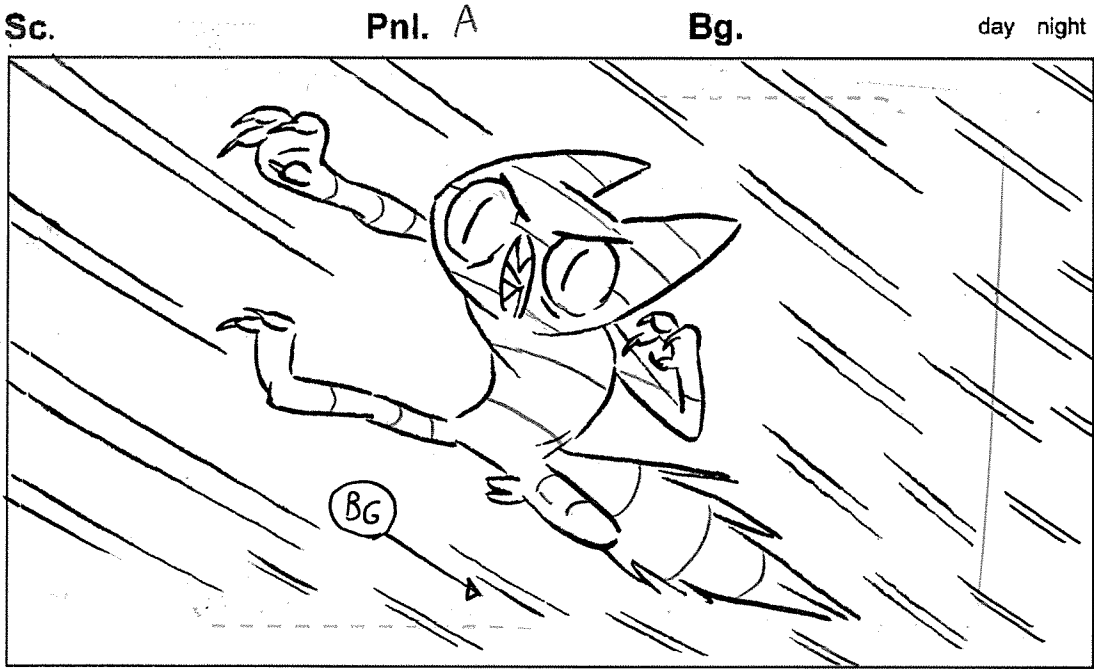
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ADVENTURE TIME



Dialog:
MM: RAAHH!!
Action:
Timing:

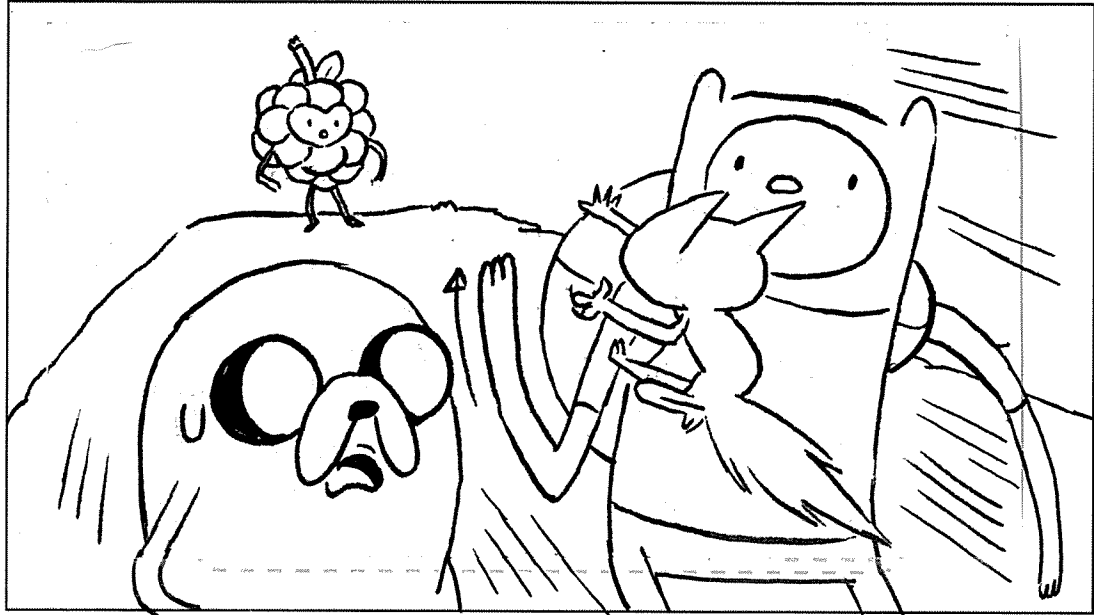
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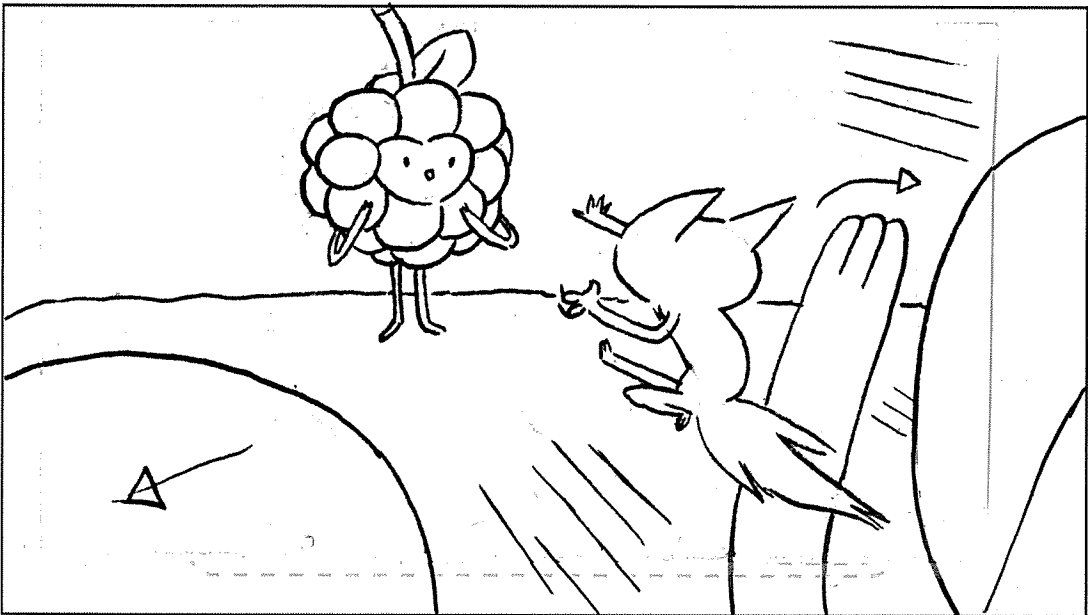
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. C Bg. day night

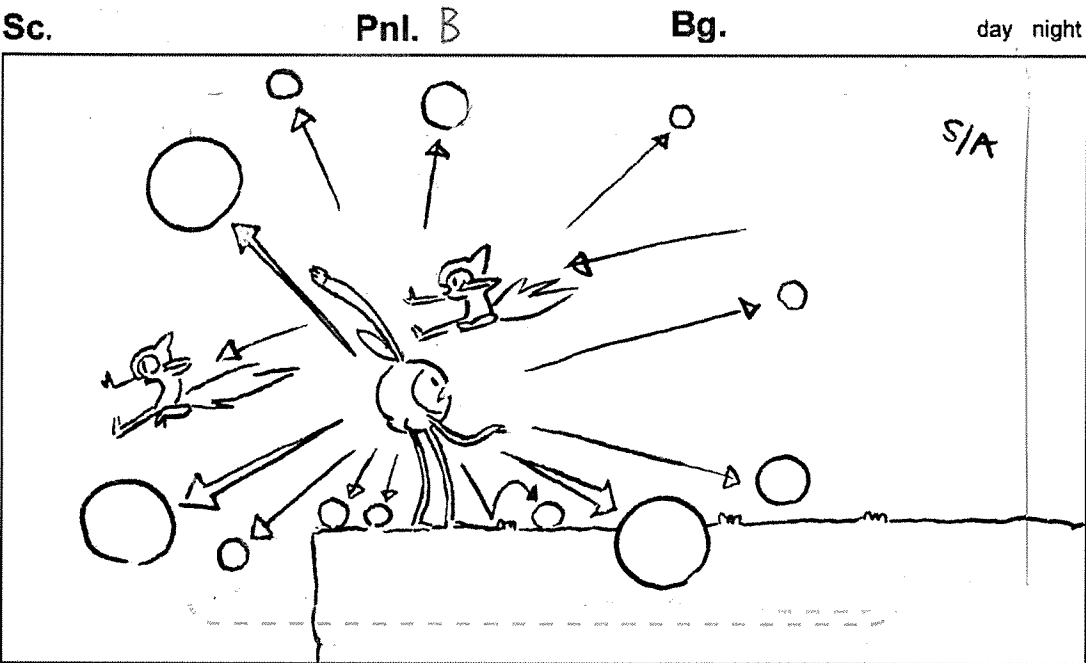
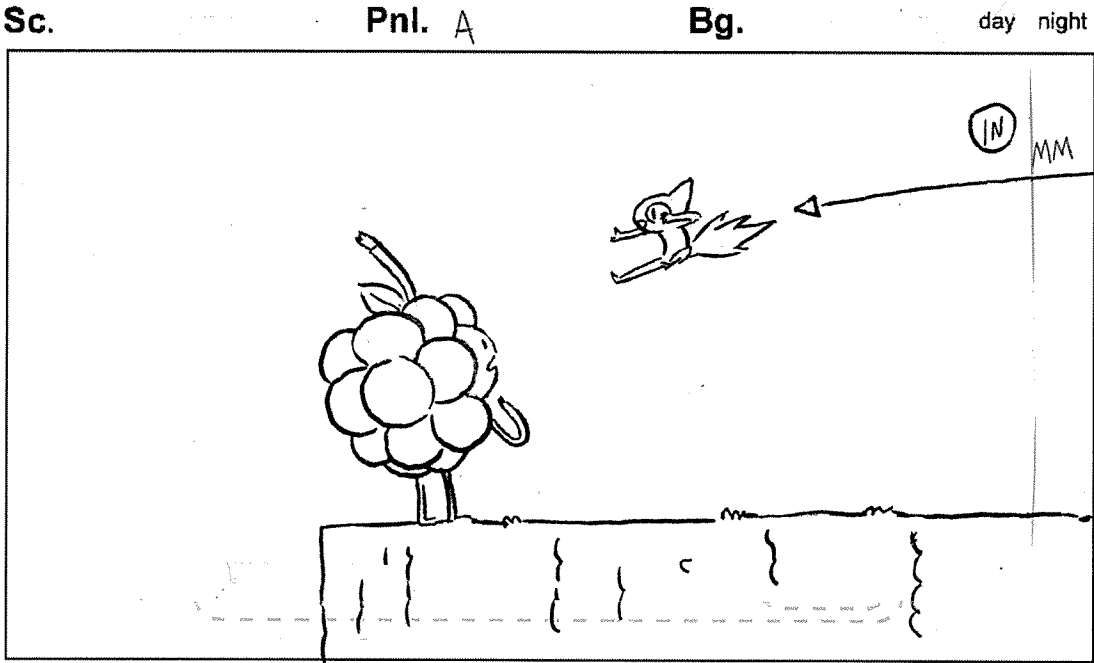


Dialog:
Action:
Timing:

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ADVENTURE TIME



Dialog:

Action: ME-MOW FLIES STRAIGHT TOWARDS WILDBERRY.

SFX: [POPCORN] * POP-POP-POP-POP *

DRUPELETS EXPLODE OFF OF WILDBERRY IN ALL DIRECTIONS.

Timing:

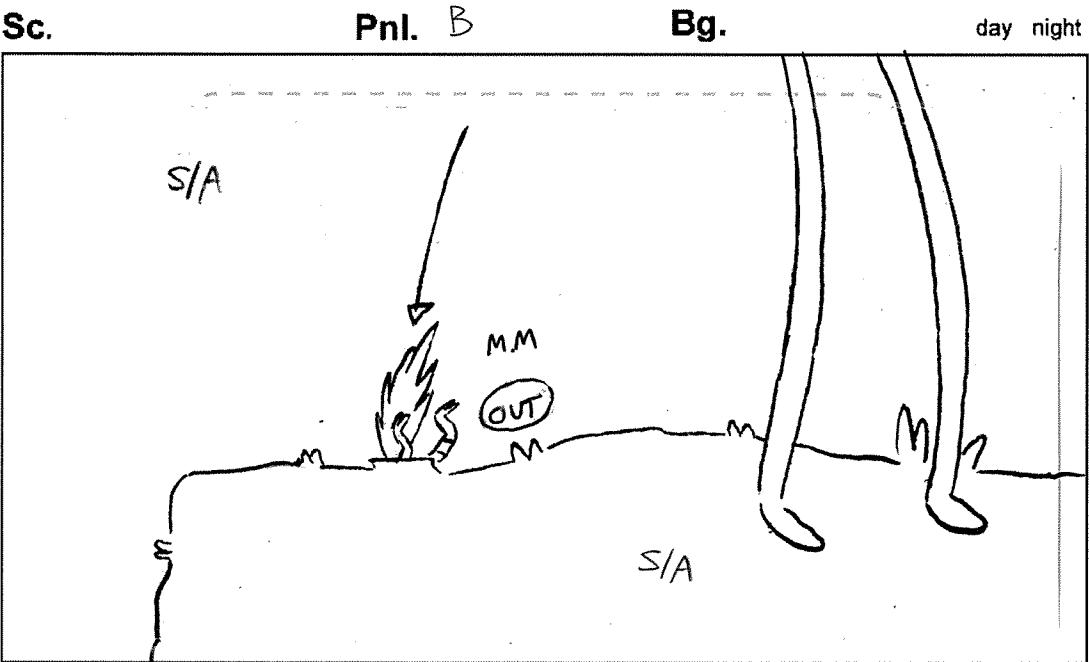
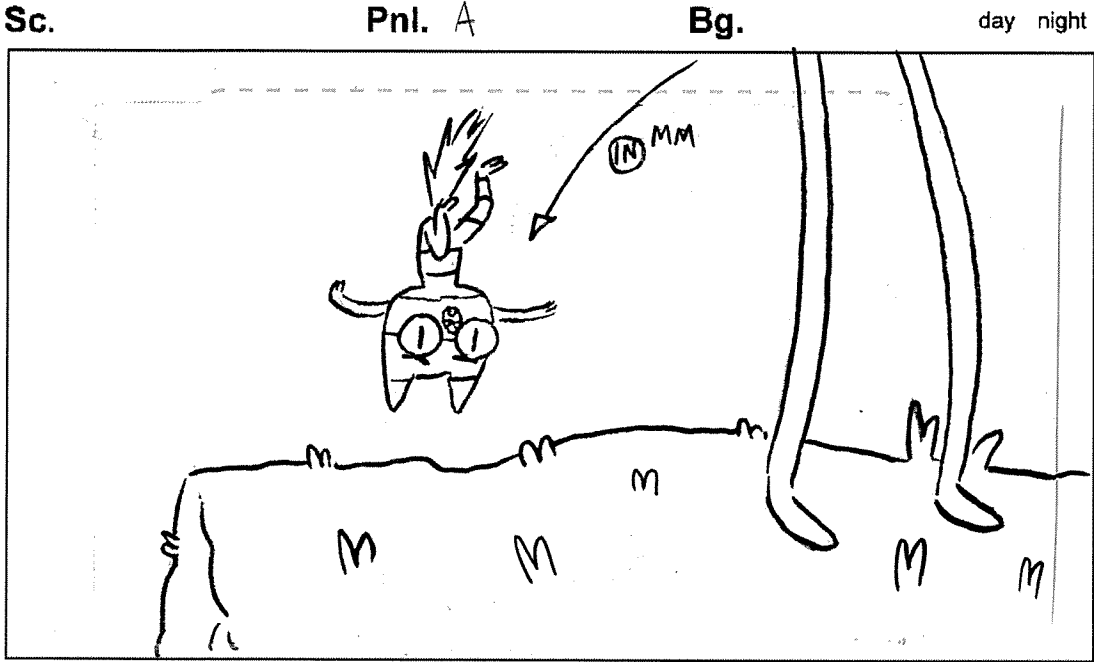
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ADVENTURE TIME



Dialog:

SFX: * WHOOSH *

Action:

ME-MOW DISAPPEARS OVER THE EDGE.

Timing:

100871

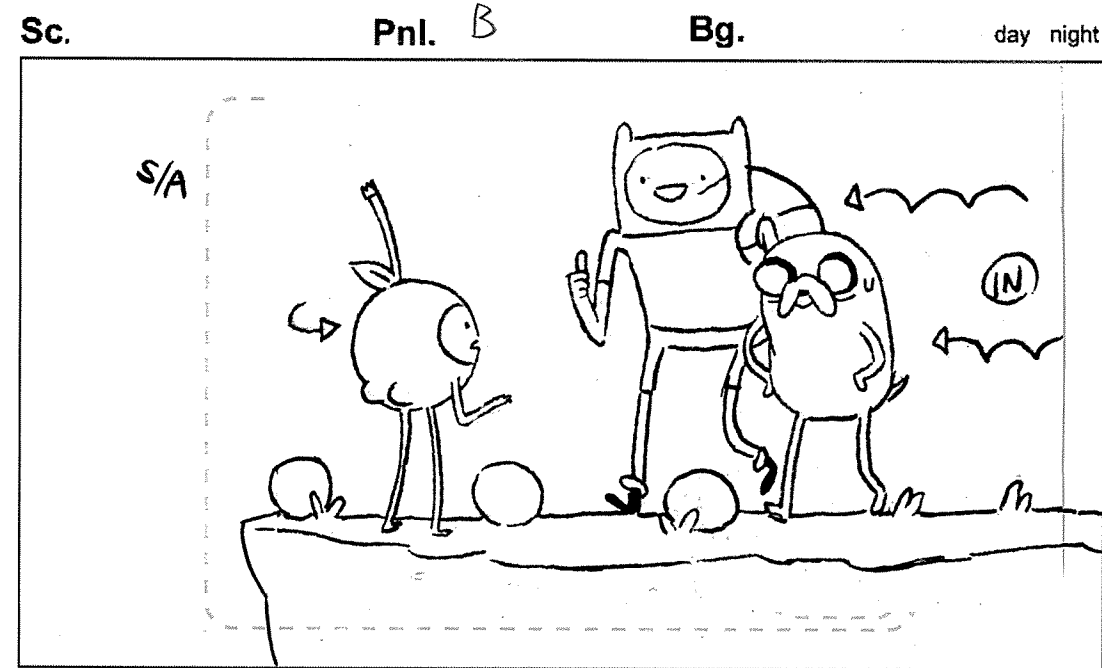
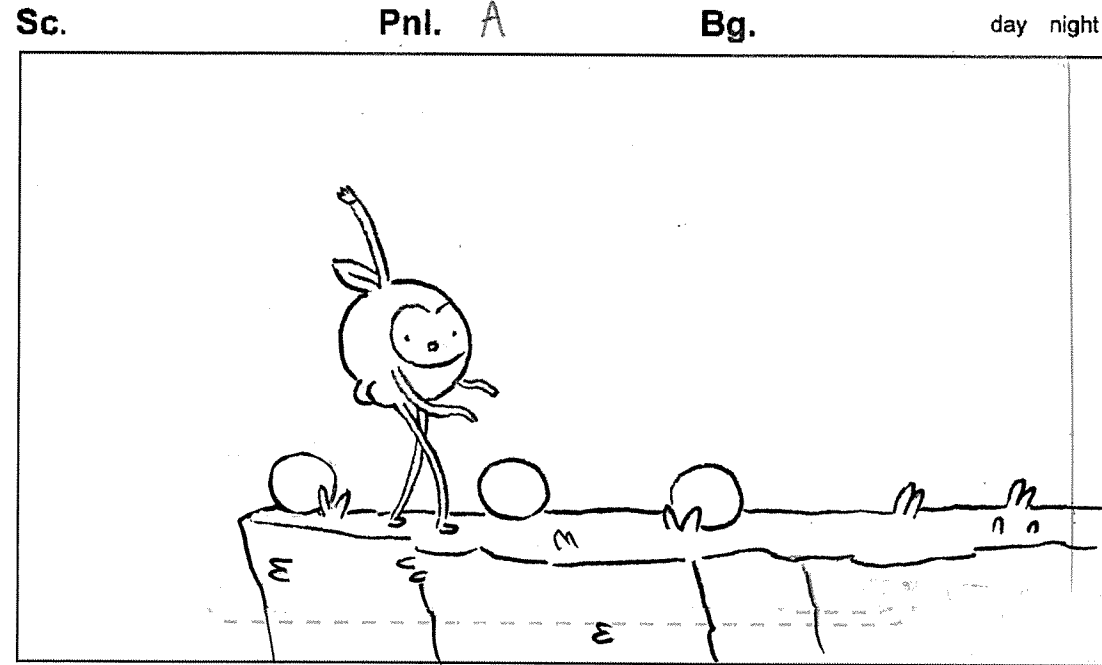
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

WB : OH DEAR

E : NICE DEFENSE MECHANISM, WILD BEE.

Action:

Timing:

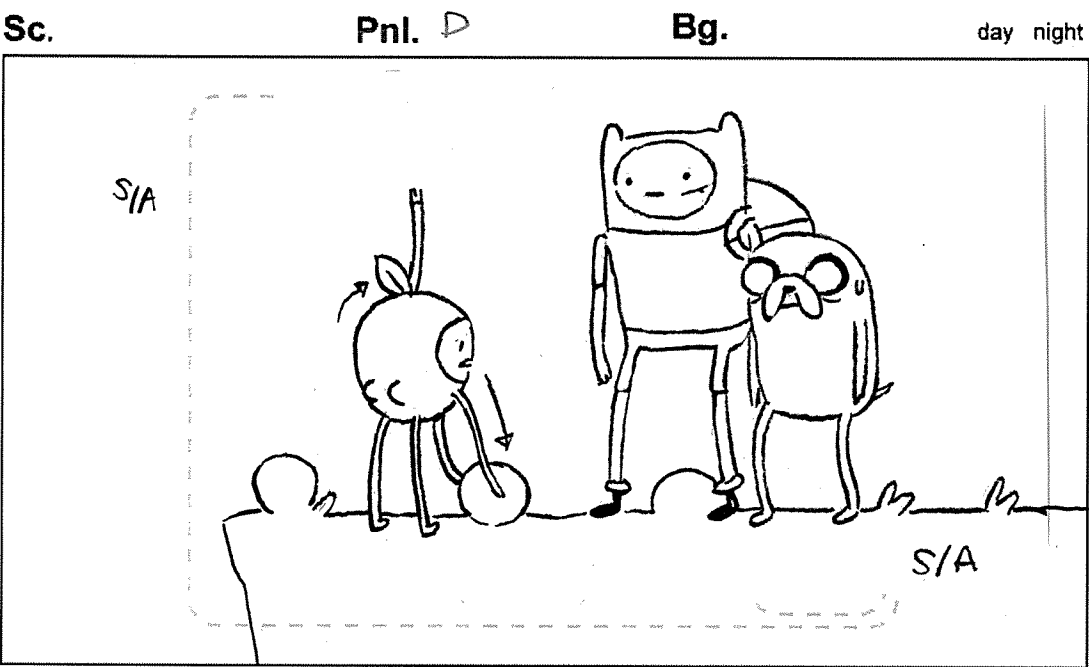
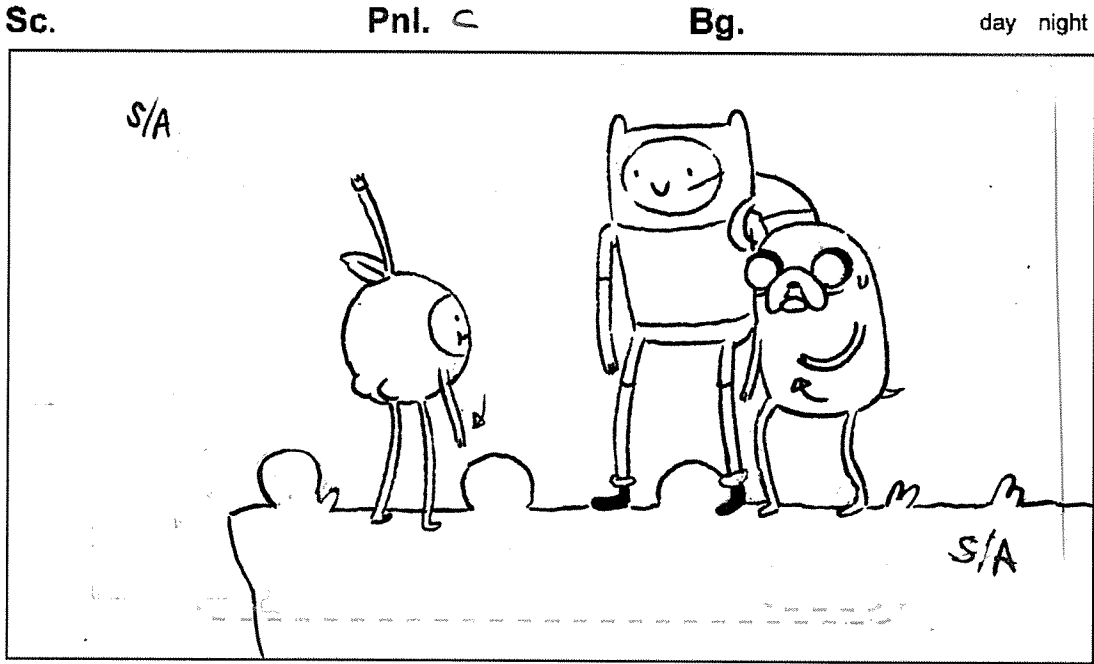
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ADVENTURE TIME



Dialog:

J: ARE YOU NAKED?

WB: UH. NO...

Action:

Timing:

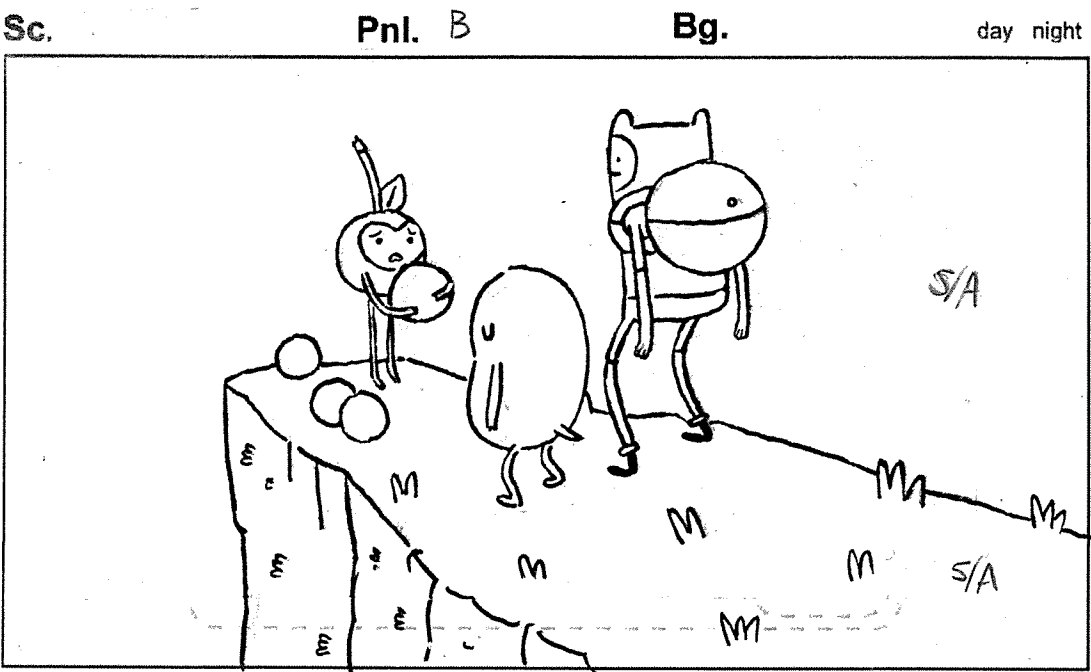
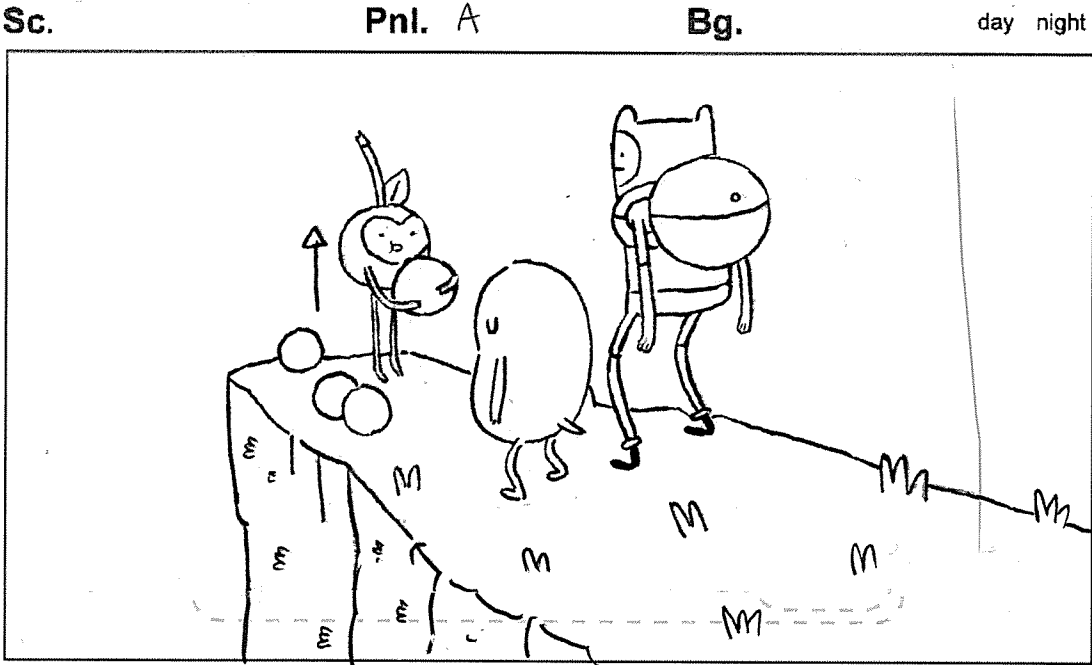
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ADVENTURE TIME



Dialog:

WB : THIS IS A MEDICAL CONDITION ...

WB : (THROWAWAY)
I NEED A HOSPITAL ...

Action:

• WILDBERRY PICKS UP A DRUPELET.

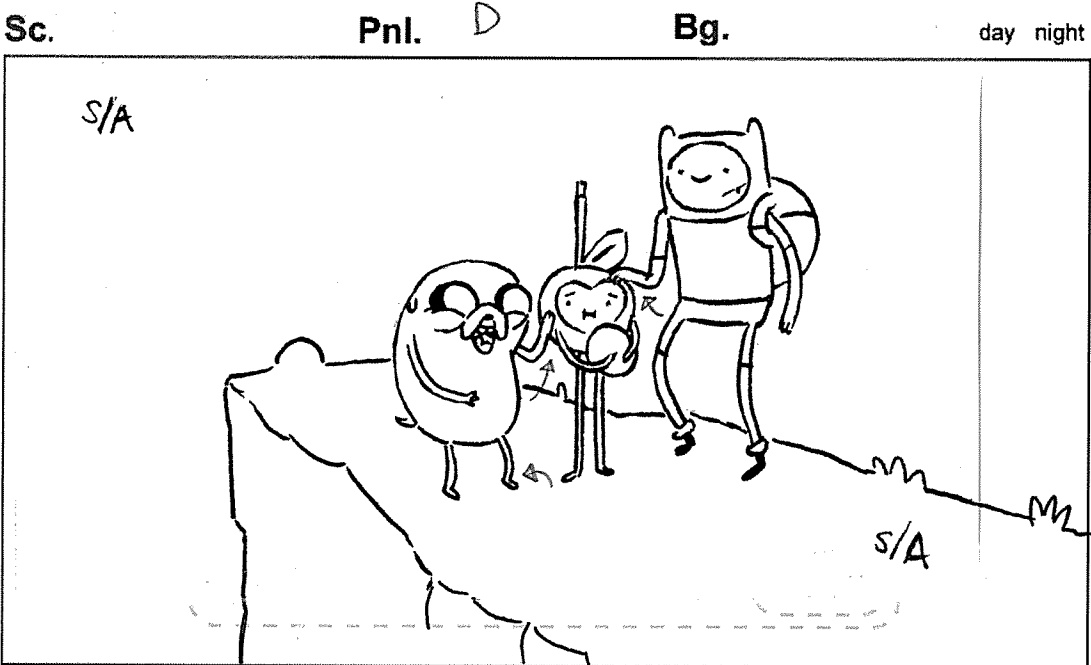
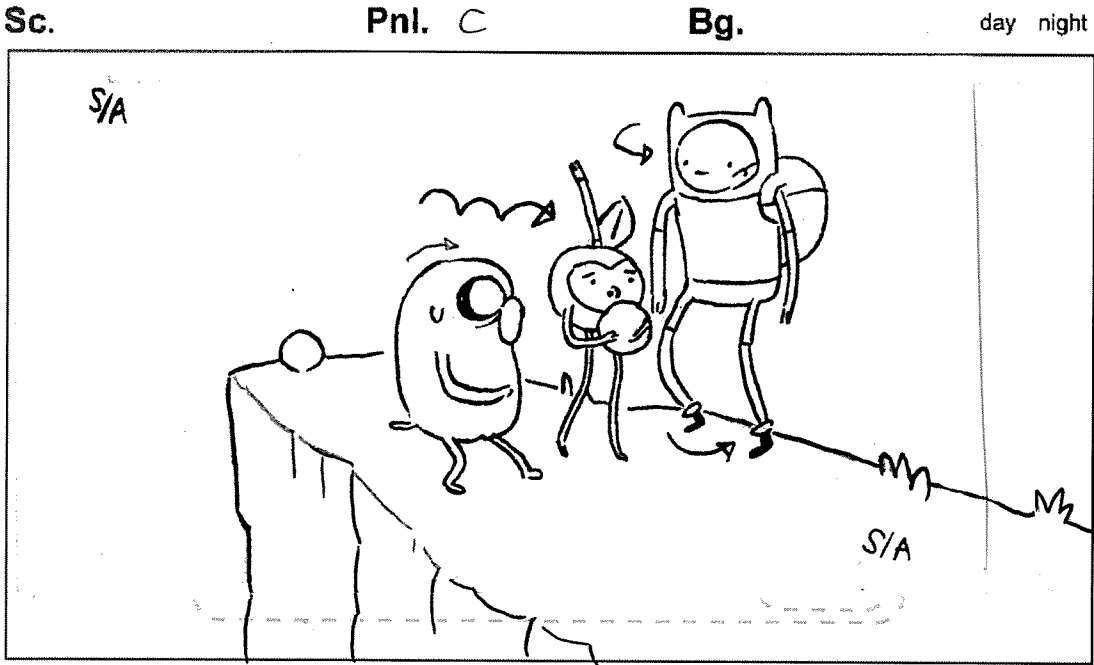
Timing:

100871

EPISODE #

Production :

ADVENTURE TIME



Dialog:

WB:

OOH. OOH.

J:

HEH, WE ALL NEED A HOSPITAL.

Action:

Timing:

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EPISODE #

Production :

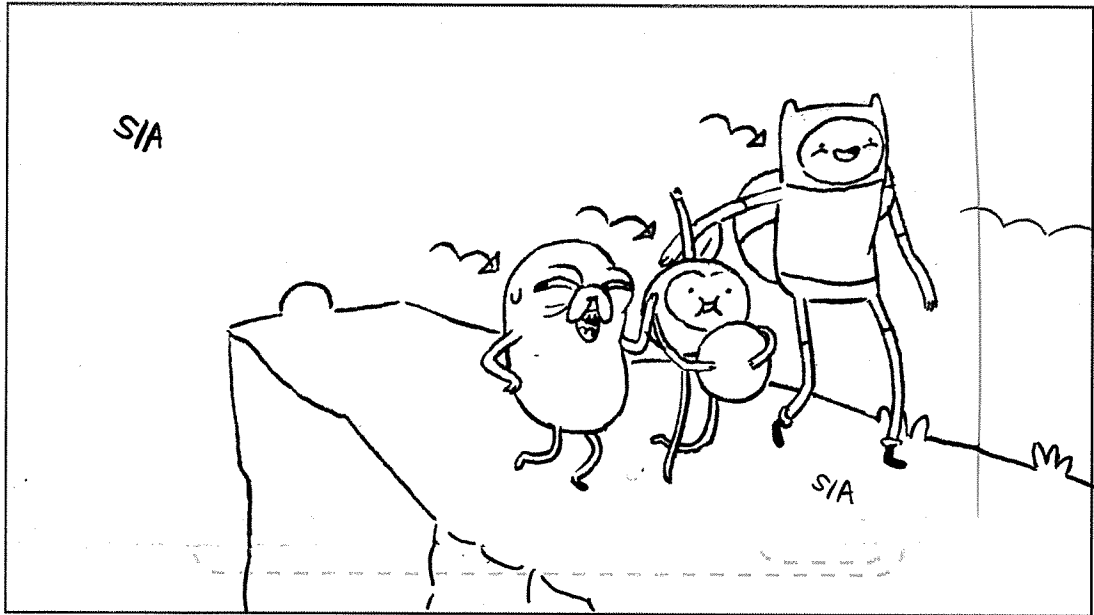
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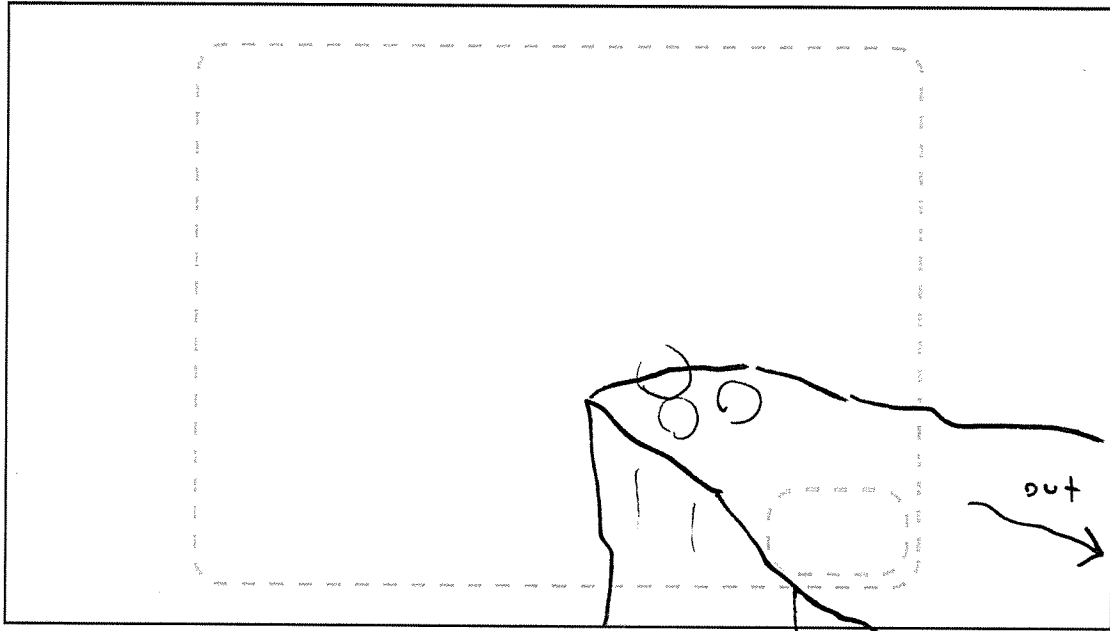


Page 223

Sc. Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:

F/J: HA-HA-HA!

Action:

FINN/ JAKE & WILDBERRY LIMP OFF/S,

Timing:

← ADJ

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ADVENTURE TIME



Sc.

Pnl. 6

Bg.

day night

Sc.

Pnl. 4

Bg.

day night

Dialog:

Action:

Timing:

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ADVENTURE TIME



Sc. Pnl. I Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

EPISODE #

Production :